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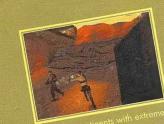


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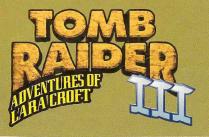
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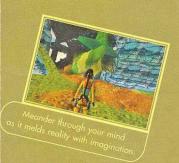
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EIDOS







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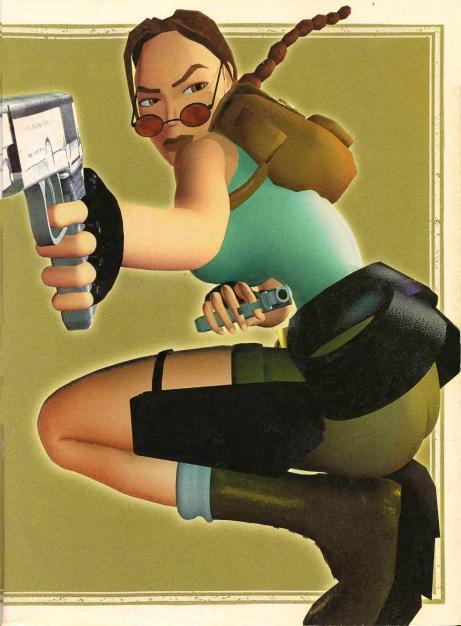
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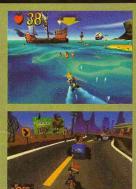


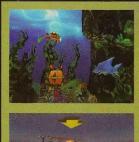






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www.playstation.com

Does it get any better than this?

By John Davison • john_davison@zd.com



he movie industry has its "event movies" - the Star Wars, Star Treks and Titanics—and now it seems that the games industry has true "event games." This month we have been lucky enough to extensively play the "big two" games for this holiday season-Metal Gear Solid on the PlayStaton and Zelda on the N64. And while all this was going on, we also got some hands-on time with the "next big thing" over in Japan...namely the first batch of Dreamcast games; including a perfect version of Virtua Fighter 3. It is indeed a good time for videogames. All of these titles are of such incredible quality that they significantly shift the proverbial goal posts within the context of our whole genre of entertainment. Howard Lincoln has been recently (and somewhat bizarrely, if taken out of context) quoted referring to Zelda as the Gone With the Wind of gaming. It may seem like an odd simile to make, but he has a point. Zelda will probably be responsible for a significant change in fortunes for the N64. As for Metal Gear, well...what can we say? It's practically the perfect entertainment experience—and not only does it put pretty

"Now more than ever there's less and less of an excuse for games to be released that are nothing more than regurgitated 3D crap. There's an awful lot of it around, and in the holiday madness ensuing at the moment you can't help but wonder at the creative justification for some of the trash that's being peddled."

much all other PlayStation titles to shame, it also has a crack at outperforming a lot of action movies in terms of both scripting and spectacle. As for the Dreamcast stuff...we'd all like arcade-perfect versions of Rally 2 and VF3 along with other games that all look better than most 3D-accelerated PC titles wouldn't we?

So what does this mean for us? Well, the bar has just been raised. Now more than ever there's less and less of an excuse for games to be released that are nothing more than regurgitated 3D crap. There's an awful lot of it around, and in the holiday madness ensuing at the moment you can't help but wonder at the creative justification for some of the trash that's being peddled. Check out this month's Review Crew section and you'll notice a definite "line" of quality. On one side there are some glorious examples of creative genius, while on the other we find yet more pathetic excuses of 3D, brown-textured rubbish with no entertainment value whatsoever. Don't get fooled by these this Christmas.

There are a number of exquisite "must-buy" games that will be responsible for making life better for everyone. Check them out. Just wait until next year and there'll be games appearing that push the existing systems to the limits. Developers will be trying to outdo Metal Gear's graphical splendor, Zelda's undeniably thoughtful design, while at the same time trying to convince the PlayStation and the N64 to do Dreamcast-like tricks. Remember how good SNES games got when PlayStation and Saturn were announced? Anticipate the same kind of jump in the next six months. For the time being, things haven't often been as good as they are now. Enjoy.



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Breft Favre. 3-Time NFL MVP







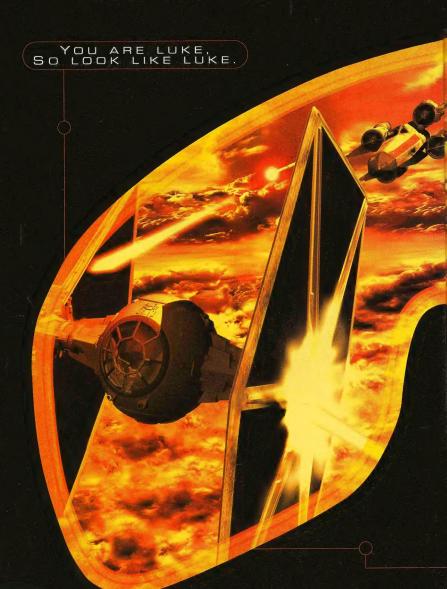






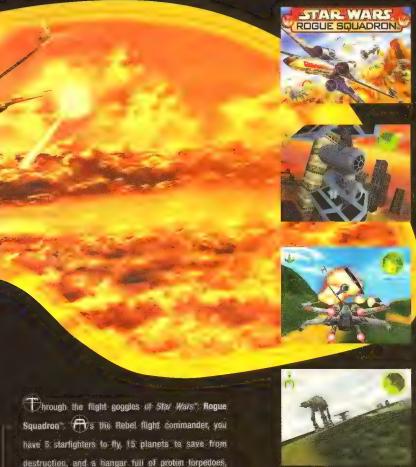












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APTITUDE TEST

• Which one is not a covert operative?









Which is best when infiltrating an enemy stronghold?









4 High testosterone levels can be detrimental in which scenario?







Divulge critical information only when being tortured with a ____









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Critics are hailing Metal Gear Solid as the best game of the year.



Which one will make your worthless civilian life flash before your eyes?



Sweaty palms and rapid heart rate are symptoms of









Which one could create a 30-megaton "incident"?







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ASTEROIDS.

Hitting Earth November 1998





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Cover art by: Chuck Ernst

Printed in U.S.A.



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Sweet Tooth is back and he's pissed. See page 108 for the preview of TM3.

Gear Up!

The Real MGS

Not only is Metal Tear So. 1 the PlayStation's best game—it's the most realistic.

too. And we have the gurs, gear and a certain familiar model to the ent.



TRUST US, IT'S NOT THE CALORIES THAT'LL KILL YOU.



SWEET TOOTH IS BACK AND HE'S ARMED TO THE HILT. FEATURING 10 DEADLY WORLDS, 12 UNIQUE COMBAT VEHICLES AND AN INTENSE DEATHMATCH ARENA, THIS GAME IS PACKED WITH BONE-JARRING, NECK-SNAPPING AUTOMOTIVE MAYHEM. THROW IN EXPLOSIVE MUSIC BY ROB ZOMBIE, POWERFUL NEW

WEAPONS, KILLER COMBO MOVES, AND TWISTED METAL III WILL DESTROY YOU FASTER THAN A 16-SCOOP SUNDAE.





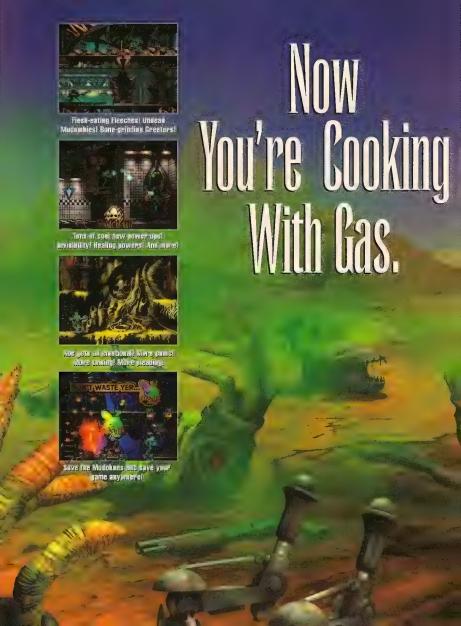






LIFE ON THE ROAD IS HELL.













Leater of the Alongh

Girls Are Just Like Guys. Except They Smell Better.

In the past, I've read very few letters from girls, and most of those letters bash the industry and comment on how sexist and offensive videogames are to women. In some aspects, maybe they are, but that's not how I ook at it. I'm not writing you to tell you how sick I am of gun-toting, scantily clad, big-breasted women because that doesn't bother me. I'm writing to give you another point of view, from a gal who is having a darn good time with her PlayStation!

Videogames and I go a long way back. I've seen them change and grow through the years. Maybe that's why I'm not offended by the sex and violence content, because I've gradually gotten used to them. (Or maybe it's because I'm a huge tomboy, I don't know.)

True, games these days are geared toward the male audience. But those games I think I enjoy the most! [Take] Tomb Raider, for example. Lara Croft not only made videogaming history, but also became an object of desire among men. To me, Lara Croft really showed what girls can do. She's

tough, she's smart and she can kick some serious butt! So what if she's a size DD-it's not her fault, right? Resident Evil 2 is another one of my favorites. I just love blowing off zombie heads with my shotgun.

Trust me. Girls are not that different than you. We don't have special "needs." We don't need games created especially for us. Just stick to great games like Tekken 3 and Crash Bandicoot Eventually, girls will take notice and if they don't, then they don't belong in our happy family. Girls and guys shouldn't judge a game because a busty babe is on the cover. And I think the girls who are disgusted with this are forgetting those dreamy guys out there (like Leon and Cloud).

My advice for the girls out there, look what's right in front of you. What more could you want? If you don't like what's out on the market, then videogames aren't for you. Don't ruin it for the rest of us who love what's out there. For me, I'm in videogame heaven. I'm not living in a man's videogame world. I'm living in MY videogame world.

Kaitlin Hess Peach Bottom, PA

white, we've been porting a list of will from bemale gamers the year sisten World for the Physication are Warmed a lot of your up to

** to provide the state of the



More Girl Support For Lara

All right guys, this is it. This is an opinion from a true girl gamer. I am proud of Lara Croft, It's about damp time we saw a female main character. Think about it, How many games are there with a female protagonist? Not many.

You cannot tell me that Lara's looks alone sold the game. If it had been say, Lance Croft instead of Lara, the game still would have sold well because of the Indiana Jones-type gameplay. True, Lara's "polygonal attributes" are a focus point of most of Tomb Raider's

marketing, but let's face it, sex alone does not selt a game.

Case in point: Who can forget Pandemonium 2's ID, EGO, LIBIDO ad campaign? But we all know the game was wholly forgettable. Tomb Raider 1 and 2 were both fantastic games. I would rather play them than the cartoony bulls*** that Nintendo tries to pass off as videogames.

So please don't go on about women being exploited in games. I'm just happy to see women in games period, even if they're only appreciated for their bodies. Lara is one hell

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starlazo@hotmail.com

of a role model. She proves that women can kick major ass and not need a boyfriend. Megan Benoit

OK! OK! Stop busting our balls!

Girl Power

I am pretty much a normal gamer. I am addicted to Final Fantasy VII and the Tomb Raider series. I play Tekken 'til my fingers are numb, and I spend half my net worth at the arcade. So what? Well, I'm a girl.

In this day in age, I am appalled that people still think the only reason girls go to arcades is to watch their boyfriends play games. I can't have conversations about videogames with guys because they don't take me seriously. It's just still not a generally accepted fact that girls can play and enjoy videogames too. Many girls I know love a good game of Vigilante 8 but would never admit it because it's seen as a butch thing to do. What I have to say to all the girls who hide their videogaming mags behind their copies of YMs is, "Get over it!" Videogames don't make you any less girly! Stop watching your boyfriend play and go kick his ass!

P.S. Thank you for the Women in Gaming

Tatiana Scott address withheld

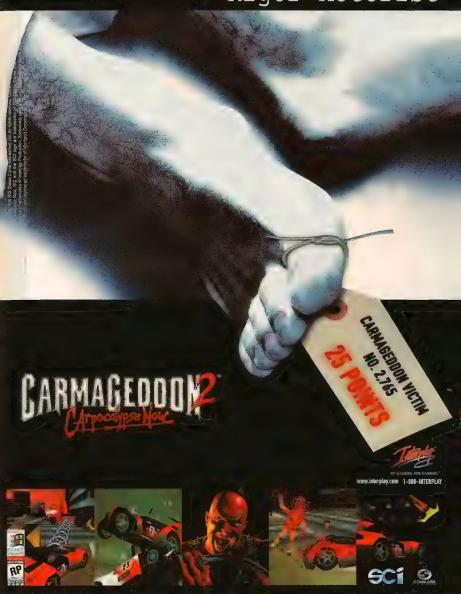
You're welcome.

Looking For Love In All The Wrong Places

I am a 19-year-old gal who was drawn into the world of videogames many years ago. My first real passion had to be Street Fighter II.



Rigor Motorist



I've kept up with it ever since I sat down and didn't stir for oh, eight hours until I beat up M.Bison with the ever lithe Chun-Li. Since then, I've kept up with the evolving series.

But to say that I kept up purely out of a drive to be the best would be a bit faise. I mean, that was the intention at first, but I began to discover that, when playing at the arcade, it was always against a guy. Always! So, as a gal, it was only natural for me to realize that I had stumbled on a vertiable gold mine of (mostly) single guys!

Now, I'm no Lara Croft...maybe more of a Princess Toadstool, I'd say. But did LEVER get even a whiff of a date at all? Hardly! I don't understand! I thought that if I showed

> a guy how good I was at the game, he would be so thrilled to find a girl who was as interested and dedicated to videogames as he was. I thought he would be convinced that I was "the one." When that didn't work, I thought that losing was the ticket. I couldn't do it deliberately

because it felt

too deceptive.

So I purposely

played against these genius players. They'd beat me, and wnat would happen? Nothing! No sympathetic pat on the shoulder, no comforting word, just a steady stare into the screen and the look of a lion awaiting his next kill.

So then I tried the cheerleader approach. I'd stand next to that machine, pick my guy, then cheer or sigh at the appropriate times. That never worked either. None of it ever worked...that's why I'm still single.

What am I doing wrong? I need some advice...am I looking in the wrong place? Or is my approach wrong? I know some puritans out there would feel I am abusing the art of the videogame, but I want to have something in common with a guy, and at least I know we'll have something to talk about. Is this just some half-baked fantasy? Has anyone ever heard any success stories in

this area? I'm at my wits' end!
P.S. Crispin is pretty cute...is he looking for a Princess Toadstool? Just a thought...

Kim Hoffman r_pooka@juno.com

You want some advice? Quit hanging out

No Thrills

I just found out that Thrill Kill won't reach store shelves because Electronic Arts won't let Virgin release it. Now, I don't know about anyone else, but I don't want someone deciding for me what I can and can't play. Is this not what they made ratings for? I mean, look at Japan. They have games over there that never make it to our shores because of violence and/or sex. Is this right? I say no. Let the gaming nation decide what is too much for us. If a child gets a copy of these types of games, then some parents are not doing their jobs. But, don't decide for us. (adults) what we can and can't pay.

Kevin Newell LyricalAssault@wepty.net

Actually, Electronic Arts has every right to decide whether you should play Thrill Kill or not. You see, it's their game. They can do whatever they want with it.

See Press Start for details on Thrill Kill's early demise.

We Love Our Readers, But...

Issue #110'S Question of the Moment was, "What Game Franchises Need To Die Betore Wore Sequels Come Out?" One response from OoACESOO@aoL.com was, "Sonic needs to have his ass plown away," You guys printed his response, which means you obviously must somewhat agree with it. Yet, you feel the need to publish an issue featuring Sonic tne Heegerhog on the cover and print a, ummm...one...two-...a 10-page article on Sonic's new game? I'm just a little confused. Could you help me clear my head on this s_blect?

Mike Atherton Metallic@aol.com

Sorry to burst your bubble, but we do not agree with every reader comment that we

print on these pages. If we did, then that'd mean we're Sega biased, Nintendo biased and PlayStation biased. It'd also mean we're "a bunch of fat guys with kegs of beer." (We are not a bunch of fat guys with kegs of beer."

kegs of beert We're only aspiring to be.)
We are simply providing an open forum
for your opinions. Some we agree with,
some we don't. How boring would EGM
Letters and Question of the Moment be If we
only printed letters that we agreed with?...

Dear Shoe.

My sister thinks you're cute.

Galen Li dØhmer@pacbelt.net



Just because one reader thinks this hedgehog ought to be executed doesn't mean we do too. We love the lil' guy.

No Games Allowed

I need your electronic expertise to sort out a big misunderstanding, Recently, my mother decided to buy a 36-inch TV. This is great because now I can see all of my games in full glory and in stereo sound. Unfortunate, y my mom has other plans, "No N64, or PS will be connected to my new TV!" She believes that gaming systems amage the television that they're connected to. I say she's on crack because gaming systems don't do anything to the TV. Can you he, p sort out the facts? Do gaming systems damage TVs? I'd just love to hand her the next £6M with your response and watch her soulirm!

Jaime Mercado Jaylek@asan.com

Question of the Moment

What does Nintendo need to do to take back the industry's #1 spot? Three things: Metroid, Kid Icarus and the ability to make a firm decision (64DD?).

masterveil@email.msn.com

Take over Sony Computer
Entertainment! If you can't
beat 'em, buy 'em out.

JVitale1@aol.com

Nintendo has to get Rare to stop making games for preschoolers.

DRmn247@aol.com

Get rid of them damn games made for children! Start making more M-rated games. stormvermin72@hotmail.com More games, cheaper prices, more games, cheaper prices...see a pattern? Muffer21@aol.com

Ditch the cartridges and have Mario put the mack on

Princess Toadstool. shinra@jps.net What don't they need to do? RageNChaos@aol.com

Lower licensing fees. mussen@oswego.edu

Tell Midway not to make a sequel to War Gods. singingeagle@infoave.net

Next Month's Question of the Moment: What features would you like to see on the PlayStation 2/Next? Send your short but sweet responses to: EGM@zd.com with the subject heading: PS2

LENG AGO, A SMALL COUNTRY WAS RESTORED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT-THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUACHY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS, LAYER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL. DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 IMMYBURALS FIGHT FOR PEACE, POWER, GREEN AND PROSPERITY. BUJECTS OF POWER FAIL, BUT THE SCARS REMAIN FROM THE CREATORS OF DYNASTY WARRIORS MINTERPRETARIANT THE REAL PROPERTY OF STRUCTURES THE PRESENCE ATLANTS IS NOT THE REAL PROPERTY WHITE THE PARTY WAS A PROPERTY OF THE PARTY OF THE UNG RANGE PROJECTILE ATMIS SERVELLE PURPLEMENT AND ASSESSED. E-STANCIO IL FINAMENTO S ECONO DAVE MADES LET THE SLAUGHTER BEGIN WWW.KOEGOWANESER



Hell, yeah, gaming systems can damage your television! Check this out:



Remember this very silly, very disturbing Naki ad for their Lunar Gun with Red Laser Sight? Damn that TV got it good..

Actually, your mom isn't entirely stupid. Depending on your TV, you can cause screen burn-in if you leave one still image on for a very long period of time. (You know you have burn-in if you see shadows of the image. even when the TV is turned off.)

But tell your mom not to worry, Most newer televisions are screen burn-in resistant. So unless you're planning on pausing your game and leaving for a twoweek vacation, your TV should be just fine (and if you do have to pause a game for huge, extended periods, simply turn your television set off).

U.S. Delays Are A-OK

I just read the videogames.com newsletter about the I pannese Metal Gear Solid being too short, but being fixed for the U.S. release. I wish people would stop bitching about games coming out in Japan first. Because games come out there first, problems can be resolved, additions can be made, and we can get a superior product (except with Resident EVIL DC).

Mark Buckingham markbuc@juno.com

A few games get some nice treatment en route to U.S. players, like Activision's Tenchu (which received a much-needed boost in enemy Al, among other things). Too bad this sometimes works the wrong way, like with Capcom's Rival Schools (which lost an entire mode of play). But still, that's a nice glass-half-full attitude you got there, son. We're proud of you.

Konami did make the U.S. MGS a bit tougher (our Easy difficulty setting is the Japanese default difficult setting), and they tweaked the engine a bit (they continued to work on the game after the Japanese release), but the game is still pretty short. Don't let that stop you, however. Metal Gear Solid is still mighty fine. And we mean, mighty fine. Will it be the highest-scoring game in the history of the Review Crev? Find out in this issue.

Family Bonding

Thank you a million times for your guide to buying arcade machines (editor's note: ECM #112: "How to Find and Buy an Arcade Game"—don't tell us you missed it!). I found an auction in my native Phoenix and bought Street Fignter II: C.E. and Strider.

I didn't tell my parents that I was going to buy them, so the first thing my dad said was, "What the HELL did you buy?" Then he said, "I'm going to beat you with Ryu."

XModemsX@aol.com

Boy, if you left out "with Ryu" in your letter, it would've turned it from a very happy to a very sad and abusive ending. You're welcome, a million times.

OOPS

Oh boy this one's going to be a doozy.

Seems Emberlin Stark from last month's

EGM Letters may have jinxed us...

Dead or Alive is Model 2 game, not Model

*Dead or Alive is model 2 game, not model 3 like Mark Hain said in his Dead or Alive ++ preview. He's fired. No more free arcade games for him.

The classic Game Boy Zelda cart is not A Link to the Past as we stated in our Game Boy Color feature. It's Zelda: Link's Awakening. We knew that. But late deadlines can mess with your mind, you know. We're severely punishing the editors responsible for that boo-boo.

The original Military Madness has a

Two-player Mode, contrary to what Wataru stated in his Nectaris; Military Madness preview. Wat never had any friends, so he never discovered the two-player option.

"Big opps: the developers of Rally Cross 2 are Idol Minds, not Idle Minds. Yikes. We weren't trying to say anything...it was an honest mistake. Everyone was pointing fingers at everyone else for that one, so we sacked the entire team. Any of you want a lob at EGM!

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!*

WINNER Marlon Eric Fernandez

Q.C. Philippines

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Starring (according to Marion) Sush X-Pired. The incredible Hager Long Gone John Shawn "Stitch," Cristin "Boy Scoul," Shoe "Lee " Kraio "Highlander," and Birkin Ricciard.

Close, but no controller



Jean-Francois Duval Boisbriand, Quebec



jay Samsom Santa Clara, CA



Walter Costescu — Garden Grove, CA

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S.C.A.R.S. (Super Computer animal Racing Simulation), the post-apocalyptic racing thriller, offers the coolest cars to drive and fight over the roughest terrains. These computer-generated animal-modeled cars purr, growl, roar to life, and crush the competition. All they require is you behind the wheel.

















F111511 7 SHE

What's your take on Ehrgeiz? Presten Foye Caldwell, ID

I think Ehrgeiz is cool. If the Japanese PlayStation demo is any indication, the conversion will mimic the coin-op almost exactly. In case you didn't know, Ehrgeiz has very similar play mechanics to Tobal 2. The action is fast and there's a wide range of characters to choose from. The chances of the game making it to these shores seems better than it was for Tobal 2 due to the addition of five Final Fantasy VII characters. Being able to play as Cloud, Tifa, Sephiroth, Yuffie and Vincent is almost too cool. Hopefully Square will bless U.S. gamers with this gem.

I own a Saturn now and Intend to Import many games. One of the games I want to Import the most is X-Men vs. Street Fighter, so I'm planning on getting that 4-In-1 converter. But If I import another game that doesn't require the 4MB of RAM, will that game still work with the 4-In-1 cart?

Jason Dohrwardt

ason Dohrwardt Mascoutah, JL

Yes, the 4-in-1 carts you're speaking of (like the Action Replay Plus) act as a converter cartridge so they'll let you play almost every Japanese Saturn game, whether they need the additional memory or not.

I noticed in one of your older Tiger Woods 90 previews that the game boasts the official PGA Tour license. I also noticed the option of a muligan (a second try after a bad shot). If the developers knew anything about go, f, they would know that in professional golf, you are not allowed to use a mulligan. A mulligan is only used when playing for fun. Greg Say Athens. PA

You know how in some sports games, you can turn off certain rules and/or penalties? Now that's not exactly true-to-life, is it? NHL refs would be appalled if hockey players decided that two-line passing or offsides are allowed at will.

It's just a videogame, Greg. Videogames

have that certain freedom that allows you to alter the official rules of sports.

In EGM issue #111, Shoe stated that the N64 and its cartridges could theoretically "support a complete, tag-teamin' X-Men vs. Street Fighter." If th's is true, how come Capcom didn't make the game for the N64? I know the game would have sold a lot. I know I would've definitely bought it. Elvis Martinez

Ivis Martinez Miami, FL

Could and would are two different stories. The sad truth is, game companies make a lot more money making games for the PlayStation than they do for the N64 (higher PS installed base, cheaper CD format). This is just my speculation, but I think Capcom's not willing to spend the resources needed to make a great Vs. game on the risky cartridge market when they have greener pastures with the PlayStation and much more power with the Dramcast.

I hope things change, but I doubt they will. The Nintendo 64 desperately needs a Capcom fighter...any Capcom fighter! I'd be willing to settle for the original Street Fighter II at this point.

How come you haven't reviewed Turok 2 yet? I saw a review of it already in one of your competing magazines. It looks I'ke you dropped the ball on this one...

Ben Bressman Santa Monica, CA

At the time I'm writing this (mid-October), Turok 2 isn't finished yet. The single-player game is still being tweaked and the multiplayer game is pretty non-existent. If you read a review in a mag that came out in October, that meant they wrote that review back in September. Back then, the game was even more incomplete (when I saw Turok 2 in September, only a few early levels were finished).

I know what magazine you're referring to, but I'll try to maintain some sense of maturity and refrain from naming names. But I can't imagine why any mag would want to review an unfinished product, unless they're that desperate to scoop the rest of the industry. Acclaim's not going to throw too much of a fit though, since that mag gave the game a perfect score. So it



Who's the most hardcore gamer of them all? Why it's our very own Sushi-X, Electronic Gaming Monthly's top videogame expert. If you have a game-specific question for our mysterious injia freak, er, friend, write him! He'll pick out a few and answer them as only he knows how. Send your questions to:

Sushi-X 1920 Highland Ave. #222 Lombard, IL 60148 e-mail: sushi_x@zd.com

looks like they'll get away with reviewing the incomplete product. Too bad, because I have a lot of respect for that mag.

Our Review Crew policy is not flexible. We will only give scores to finished, fully reviewable games. If that means being the last ones to print a review (because our competition is rushing out reviews early), then so be it.



Did you hear us punk? We're not going to review you until we're good and ready!

I'm a big fan of the Dungeons & Dragons games at the arcades. So when EGM said that both of these games were coming out in one collection for the Japanese Saturn, I was ready to import.

But months have passed, and every time I call an import store, they tell me it's cancel.ed or pushed back. Since you're great at getting info from japan, could you tell me if the D&D games are coming out?

Cra'g Benusa Arcadia, WI

What's the story with a PlayStation version of the Dungeons & Dragons Collection? As for a Saturn release, I couldn't care less (I don't own a Saturn and . don't speak Japanese).

Richard Gray Bennington, NE

The D&D Collection is still supposed to come out for the Saturn in Japan this winter. It will support the 4MB cart. Capcom cancelled plans for a Japanesse PlayStation release. So unless that changes, you can completely forget about an U.S. release (a PlayStation version will have to come out in Japan before it'll come out here, and we all know we'll never see a U.S. Saturn version).

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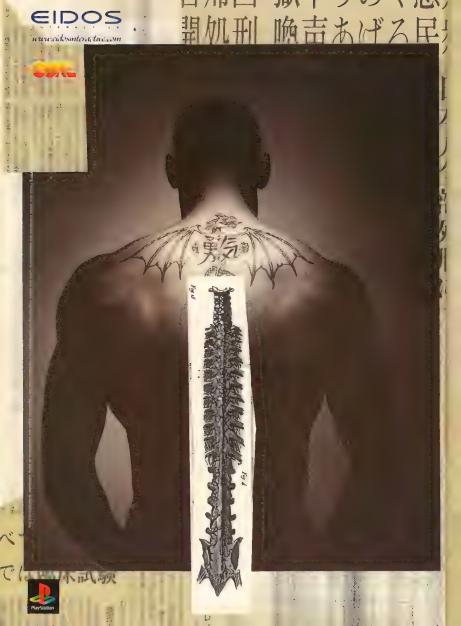
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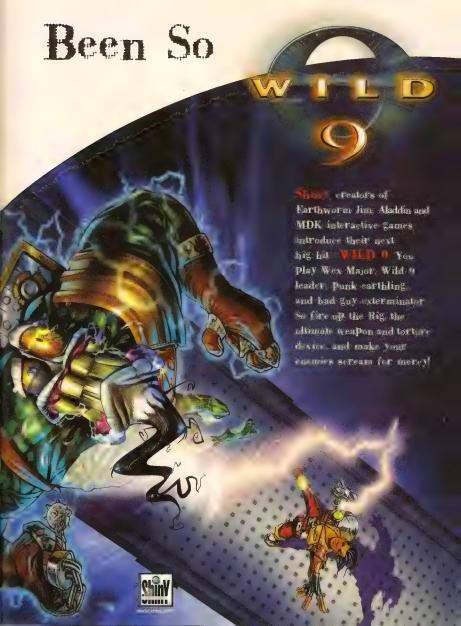
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Dreaming of Reality

Sega announces its final plan for the Japanese launch of the Dreamcast









From top to bottom, the initial batch of Sega titles (aside from VF3tb): Sega Rally 2, Godzilla Generations, July and Pen-Pen Trilcelon. More games will be released throughout the month of December-including Sonic Adventures.

Dreamcast was the watch word at this year's Tokyo Game Show, It was nearly impossible not to see the Dreamcast logo, as Sega handed out DC bags at the local train station, so nearly everyone had one all over the show. Aside from that, Sega's entire booth (with the exception of a very small Saturn area) was devoted to Dreamcast. The big news, however, came at

Sega's New Challenge Conference II, held a few days before the opening of the Tokyo Game Show. At it, Sega announced all remaining Dreamcast details for the Nov. 27 Japanese launch and beyond. First off is the price-at 29,800 yen (about \$250 at current exchange rates) it's more expensive than originally expected. It includes the system, a controller, one modular phone cable, a stereo AV cord, Dreamcast Passport communication software and a power cord.

At launch, the system will have five titles: Sega Rally 2 (the first DC game supporting network play), Godzilla Generations, Pen Pen Tritcelon, Virtua Fighter 3tb and July. Each will retail for 5800 yen (\$43). Sega's plan is to release one new title each week after the launch for four weeks (at least), This begins with Blue Stinger on 12/3, followed in order by Geist Force, Sonic Adventure, and four games on 12/23-incoming, Evolution, Seventh Cross and



Without a doubt the one game everyone will be buying when the Dreamcast is finally launched, Virtua Fighter 3 Team Battle looks just as good as the arcade game.

Monaco Grand Prix Racing Simulation 2. Day and date with the launch will be the release of a DC Arcade Stick, Racing Controller, Dreamcast Keyboard and separate Visual Memory Systems,

(Right) Proof that things really are right on the horizon, Sega showed "finished" products just to reassure everyone. Dreamcast games come in PlayStation-style jewel cases.



Which of the following Dreamcast games are you looking forward to?

Blue Stinger 14%

Biohazard - Code: Veronica 43%

Sega Rally 27%

Sonic Adventure 22%

Virtua Fighter 3tb 14%

Electronic Gamina Monthly Poll results as of Oct. 13, 1998.



The Future of DC Online

Sega will offer services through the Dricas site. Here are just a few examples of what they've got planned for the future for the Japanese market:

Dream Map With this, you can locate DC users in your area for multiplayer games. You can upload your information or just see how many users there are in your area.

MailChum! This provides you with an instant email pen pal, from a variety of characters ranging from beautifut girls to mythical animals.

Daily DC News Sega will e-mail a virtual newspaper to Dreamcast users that includes news as it nappens directly from the source.

Dream Flyer Dreamcast's e-mail software. This is an original e-mail client which allows users to create a graphical or visual message to send to friends or family. Choose from different designs, postcards or envelopes, corresponding to the tone of your message.

Evolution of Dreamcast

Sega not only showed Dreamcast as we know it now, but Dreamcast mock-ups from when the system was still early in its development. As you can see, the housing is, well, different in at least two of these designs. That first one could definitely launch itself without a \$100 million advertising campaign...

Dreamcast Gets Online in Japan

Sega sets up many ways for players to get online with Dreamcast

Sega is hoping that the online component for the Dreamcast will become one of the system's most popular features. Building up to that, Sega announced its plans for the Net at the conference hefore TGS

First is the announcement of Sega's main online software, called "Dream Passport," which will be included with the system. Passport gives Dreamcast users instant access to Sega's Dricas (that's Dreamcast, shortened) Web page.

As for what Dreamcast owners can do once set up with Passport, almost anything that could possibly be offered, is, Web access, e-mail, contests, chat -all of that will be part of Sega's service. As a side note, Sega also announced that it will offer WebTV compatibility beginning in spring 1999 a subscription application will be included with the hardware, Also, Sega announced that it's working with DWANGO to provide multiplayer gaming services to

DC owners Sega Rally 2 will be the first game to utilize the DC's multiplayer capabilities, with a day and date release with the system. There is a flat rate charge using Sega's SPT-

The modem module has been designed so that it can be easily upgraded. A cable modem in the U.S. perhaps?

vice to play opponents anywhere in Japan. but each player must have his/her own copy of the game to play,

Sega will be offering DC users an as-yet undetermined amount of free access to its own online service, but users will also be able to purchase prepaid access cards to gain access on an hourly basis. If you already have Internet access, you can use that to access Sega's services, Sega will also nold e mail contests so users can win valuable prizes by

being a member. The official Dricas site will have everything a player could want, including a member profile search so you can find other DC players in your area to play head-to-head with (a.though it's not mandatory to upload your information for everyone to see). In addition to also posting the latest Dreamcast news and gossip, there will be daily comics drawn by renowned manga artists.





EXPERTIGIAL Howard Grossman looks at the Dreamcast

The Dreamcast is almost upon us and skeptics can't help but to be wowed by the initial hardware and software of Sega's latest creation. However, there are many like myself who have been burnt by the are of Sega's "new" hardware and the promise of "A titles." For us, the Dreamcast represents something inherently different than the 'nitial launch of the Nintendo 64. The N64 maintained a sense of faith in the system and in the company to deliver on what we have grown to expect. The Dreamcast, however, doesn't generate the same type of confidence due to the repeated violation of this type of faith from previous systems.

they were a ways trying to push

This is not meant to imply that all the other Sega systems were disappointing, but to state the fact that the bonds of trust have been strained and even broken. Although I don't directly have faith in Sega to pull it off, do have something almost as strong: hope. This largely comes from the fact of their new and very formidable partners. There is stil, hope for them, because it seemed

> erate great titles, yet they kept making the same mistakes of new hardware with out the software support. With their new affiliations there is the nope that as a group they will see the errors of the past, the advancements of tomorrow and pundle it with the experience of the largest gaming companies. Honestly, my hope is really selfmotivated, in that if they were able to "do the right thing," there will be more competition and, therefore, better games for all of us. Can my faith be restored? Sare, but only with the attention to games and gameplay (not just eye-candy!) that once made Sega a name to be reckoned with.

the edge of technology and gen-

Sonic Adventure may just be the "A" title the Dreamcast needs to survive, but Sega's past history might ruin the company's chance at a good future.

Thrill Kill Canceled!

What probably would've been the most violent console game ever released, Virgin's Ihrill Kill, has been canceled, Virgin nteractive handed off its titles (including Thrill Kill) to Westwood Studios. Westwood, in turn, was purchased by Electronic Arts. E.ectronic Arts was to distribute the title, but decided that the game's violently graphic content is unsuitable to release.

The game received a lot of attention, and not just for its violent content-the game's four-player fighting engine was considered innovative by many. However, Westwood does own the engine and technology used in the game and there is a possibility that it may release a game in the future using it. Contrary to still-persistent rumors on the Web, the game is not being "cleaned up"

content-wise for a future release. We were told that the company had toned it down from an "AO" rating to an "M," but it wasn't good enough to get it suitable for release.



156,455

total number of attendees at the 1998 Tokyo Game Show Autumn over three days.

Developer Profile



Back row, left to right: Kevin Weinstein, Alex Macphee, Jim Mooney, Michael Mayers, Mark Lyons, Andy Meier, Phil Weeks, Phil Collins, Chris Hassell, Nick Trifunovic, Peter Walters, Front row, left to right: Lee Saito, Tim Lindsey, Eric Schafer, Craig Neering, Noel Esporo. Missing: Scott Atkins, Kathleen Atkins,

Idol Minds

Location: Boulder, CO Web Site: www.idolminds.com

Gameography: Cool Boarders 3 and Rally Cross 2.

Other games staff members have worked on previously: Rally Cross, ESPN Extreme Games, NFL GameDay, 2Extreme, a bunch of SNES/Genesis sports/racing games.

of employees: 18 During breaks from late-night programming sessions, we: What kind of moron would schedule a game that required latenight programming sessions?

The most challenging thing about developing a new sports game is: Getting as many characters as we want up on the screen without dropping to 2 fps, Reducing polygon counts on the art side and pushing more polygons on the programming side account for a large portion of our headaches.

Our favorite game in the office (not made by us) is: By sheer game hours logged, network Quake II still wins hands-down. Story behind our name: We started out with Idol Hands, thinking that two huge stone hands holding a PlayStation controller would make for good T shirts, plus the whole pun thing. That one was of course taken, but we had sketched out all of these cool Idol logos so stuck with the Ido, part, Ido, Minds made it through the trademark search.

Favorite snack food(s): We go through about 10 boxes of Pop-Tarts a week. With our recent toaster purchase, consumption seems to be on the rise. Ten boxes of Pop-Tarts and several cases of Coke, by the way, make for an embarrassing time at the check-out stand.

Music that inspires us: This greatly varies throughout the office. If you stand in the middle and listen real hard you'll probably hear country twang competing with technoboom to drone out the average rock/folk mixture. Luckily, no one seems to be big on blasting anything too heavy metal. Team motto: Ship it.

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makes all other vehicular combat games look like रक्ति स्वा " USA Today

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PlayStation Nintendo 64

Game Boy

Action

Sports

Fighting

Puzzie Eighting

Action.

Action

Action

Action

Racing

Fighting

Fighting

RPG RPG

Simulation

Saturn

November

Beavis & Butt head do Hollywood GT interactive	Action
Carrot Crazy - Infogrames	Act-on
Cool Hands Take 2	M sc
Disney's A Bug's Life THQ	Act on
Gex 3D Crave Entertainment	Act on
Men in Black - Crave Entertainment	Act'on
Montezuma's Revenge Take 2	Action
NBA Jam 99 Acc a'm	Sports
Odd World Abe's Exodous GT Interactive	Adventure
P tfall 3D Crave Entertainment	Action
Quest for Came of Nintendo	Action
Reservoir Rat - Take 2	Action
Rugrats - THQ	Action
Smali Sold ers FHQ	Action
Titus junior - Titus	Action
Turok 2 Acc.a m	Action
Turouble of corrames	Act on





WWF War Zone Accia m	Action
Yoda Stories - THQ	Adventura
Buck Bumble Jb Soft	Act or
Fox Sports College Hoops 99 - Fox Interactive	Sport
Giover Hasbro Interactive	Action
Golden Nugget Westwood Studios	Misi
Milo's Astro Lanes - Crave Entertainment	Sport
NBA Jam 99 Accuaim	Sports
NBA _ ve gg EA	Sport
NFL Quarterback Club 99 Acclaim	Sport
NHL Breakaway 99 Acc.a m	Sport
Rush 2 Extreme Racing dSA Midway	Racing
Superman 64 Titus	Action
Top Gear Overdrive - Kemco	Racing
Turok 2 Acc a m	Act or
Wisted Edge Snowboard ng Midway	Sport
NipeOut 64 - M dway	Racini
e da Ocar na of Time - Nintendo	Action/RP0
An maniacs Ten Pin Alley - ASC Games	Sport
Apocalypse - Activision	Action

Backstreet Bl.bards - ASCII Black Bass with Blue Marlin - Hot B Brave Fencer Musashi Square EA Brigandine Atlus Bushido Blade 2 Square EA Bust-A-Move 4 - Natsume Capcom Gen SF 2 Collection - Capcom Centipede - Hasbro Interact ve Colony Wars Vengeance - Psygnos s Crash Band.coot, WARPED - SCEA DarkSta kers 3 - Capcom Dead in the Water - ASC Games Disney's A Bug's . fe - SCEA Dual Heroes - Electro Source Formula 1 98 - Psygnosis Game of Life - Hashro interactive Guilty Gear - Atius



for Real.



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Say What? **Dialectizer Edition**

"Ah doesn't be hankerin' t'be in th' habit of reckonin', 'Oh, eff'n ah make this hvar gal wif mo' trimenius breasts she'll look better in a videogame."

- The Neverhood's Doug TenNapel, on the Lara Croft syndrome, spoken in Redneck.

"We gots'ta be dere and every promise I've made, we gots'ta deliver. Ah be baaad..."

- Sega President Bernie Stolar prepares to put his money where his mouth is, spoken in live.

"All the bloomin' art, code, right, design, right, and sound in the chuffin' world don't do yer any good if the game is buggy, obscure, or too difficult ter control."

- Oddworld's Paul O'Connor, on the testing phase of Abe's Exoddus,

if it were said in Cockney.

"Ewectwonic Awts, headqwawtewed in San Mateo, Cawif., is the wowwd's weading intewactive entewtainment softwawe company. De company devewops, pubwishes and distwibutes softwawe wowwdwide fow pewsonaw computews and advanced entewtainment systems. Oh, dat scwewy wabbit!"

- Description of Electronic Arts, as if it were said by Elmer Fudd.

Visit http://www.rinkworks.com/dialect/ to get your own words or phrases Dialectized.

Action

Sports

Action

Action Advent..re

Action

Sports

Adventure

Significant



Knockout Kings EA .*	Sports
NBA Live 99 EA	Sports
NBA ShootOut 99 - 989 Studios	Sports
NCAA GameBreaker 99 - 989 Studios	Sports
Nectaris: Mi. tary Madness - Jaleco	Strategy
OddWorld Abe's Exoddus GT nteractive	Adventure
Professional Sports Car Racing Westwood Studios	Racing
Psybadex Psygnosis	Action
Ra y Cross 2 989 Stud os	Racing
Rollaway Psygnosis	PJIZZ.0
Rugrats THQ	Action
Streak GT interactive	Action
Superman Titus	Action
T'ai Fu Activ's on	Fighting
Test Drive. Off Road 2 - Accolade	Racing
Tomb Raider 3 - Eidos	Adventure
Tw sted Metal 3 - 989 Stud os	Action
VR Footba 99 Interplay	Sports
Wheel of Fortune Hasbro Interactive	M sc
Xenogears Square EA	RPG
Magic Knight Rayearth - Working Designs (Saturn)	RPG
December	

Power Ouest - Sunsoft

.58	invasion from beyond - 61 interactive	WELIGHT
13	Lunar Silver Star Story Complete Working Designs	RPG
1	Monster Seed - Sunsoft	Simulation
	Mr Domino Acc aim	PUZZ e
	T ger Woods 99 EA	Sports
	Uprs ng X 3Do	Action
Sports	WCW nWo Thunder THQ	Action
Sports		
Sports	January	
Sports	, ,	
Strategy	Roadstering Titus	Racing
lventure	Castlevania Konami	Act on
Racing	Charle Blast's Challenge Kemco	Act on
Action	Fighting Force 64 Eidos	Action
Racing	Penny Racers THQ	Racing
PJIZZ.E	Quake I Activision	Act'on
Action	Roadster '99 Titus	Racing
Action	Starshot infogrames	Act on
Action	Tonic Trouble Jb Soft	Art on
Fighting	Alien Resurrection Fox interactive	Action
Racing	Big Air Snowboarding Accolade	Sports
lventure	Blast Radius - Psygnosis	Act on
Action	Carmageddon 2 Interp.ay	Act on
Sports	Destrega Koe	Fghting
M sc	Eliminator Psygnosis	Act on
RPG	Fox Sports Interactive Hockey - Fox interactive	Sports
RPG	G.obal Domination - Psygnos s	Strategy
	Irritating Stick - Jaleco	Act on
	K 1 Revenge - Jaleco	Fighting
	Monkey Hero - Take 2	Adventure
Act on	NCAA Final Four - 989 Studios	Sports

Shanga Pocket - Sunsoft South Park - Acclaim

Bust A. Move 3 Accta m FFA 99 EA

Aku, i the Heartiess Eidos

Contract Psygnosis

F FA gg - EA

Nightmare Creatures - Activision

Star Wars Rogue Squadron LucasArts VR Pop 64 Crave Entertainment

Army Men 3D 3Do Clock Tower I the Struggle Within - ASCI

from Reyond - GT oteractive

NCAA March Madness College BB EA	Sports
Pro 18 World Tour Golf Psygnosis	Sports
Quake Activision	Action
Si,houette Mirage Working Designs	Action
T'ny Tank. Up Your Arsena - MGM Interactive	Action
February	

rebraury	
NBA in the Zone 99 - Konami	Sports
NH. Biades of Stee 99 Konami	Sports
NBA in the Zone 99 Konami	Sports
NHL Blades of Steel 99 Konami	Sports
D D T - Psygnosis	Adventure
Shadowgate 64 - Kemco	Adventure
Surv vor. Day One - Konami	Action
Beavis & Butt-head do Hollywood GT Interactive	Act on
Legacy of Kain - Sou, Reaver - Eidos	Adventure
NBA in the Zone 99 - Konami	Sports
NHL Blades of Steel 99 - Konami	Sports
Snadow Madness - Crave Entertainment	RPG
S ent Hill - Konami	Adventure
Syphon Filter - 08g Studios	Adventure
War Zone 2100 - E-dos	Act on

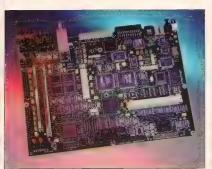


First Project-X Machine Announced

Motorola has announced its first Project-X-based machine-Blackbird, Combining the power of a network PC with a consumer electronics device, Motoro.a hopes to carve its niche in the emerging interactive digita, media market.

According to Motorola, Blackbird "is the first open platform to support interactive 3D graphics, Java, MPEG digital video, high-fidelity audio, internet access, electronic commerce and broadband networking in a single integrated unit." Motorola says that it wil, be as simple to use as a VCR, yet deliver high-end output.

Blackbird uses Project-X, but Project-X as a consumer device is still earmarked for DVD players and should be shipping during mid-1999. The higher-end Blackbird will begin snipping in first quarter 1999.



Processing Performance

• over 1,500 MIPS

- 2D/3D Graphics • 16 million colors
- · Ant aliased, scaled fonts
- . Alpha Blend ng with 256 levels of transparency
- · Primitive 2D drawing functions (Line, Rectangle, F. pse, Arc, Polygon, Bitb It)
- . Gourand and Phong Shading . Geometry Transformation, C. pping, Cu ling
- and Rendering . Texture Mapping with Bi-Jinear and Tri-
- Linear Texture Eltering
- · MIP-Mapping, Z Buffer ng
- Advanced rendering algor thms including Ray Tracing, Voxel Rendering, Parametric Modeling, Procedura, Textures, Intelligent Caching

• 32-voice Wavetable Synthesizer Invis on Cybersound™ ft. I MIDI sample set

- · Reverb, Chorus, 3D Spat alization, Prolog cTM
- · ADPCM and PCM Samp e P ayback

- . DVD Book, VideoCD, CD DA, DVD Audio compatib e
- · MPEG-1, MPEG 2 standards
- Subpicture Decode . Smooth shuttle's ow and fast forward and rewind, zoom
- * AC-3, MPEG 1, MPEG 2, a near PCM, DVD
- Audio (DTS planned) aD Spatialization
- . 16 mi. ion colors user interface, transparent

overlays, PiP

- Native Applications . Broad portfolio of Project X DVD and down-
- loadable videogames . Mult -user/networked games
- . Two-game controller ports, supporting up
- to 256 control ers



Everything in one box? Motorola hopes so, as it introduces its high-end Blackbird system, the first device to use Project X technology. Project X's specs are listed above.

At the Arcades

Sega Puts Dreamcast in Arcades

Sega announced the arcade version of Dreamcast at the recent IAMMA AM Show in Japan. Called Naomi, the system is a cheap yet high-performance arcade solution, which will be much cheaper than Sega's Model 3 deluxe arcade macnines which can run more than \$15,000 apiece. The first Naomi machines will appear in late November, and it's been reported that while Naomi has the same level of capabilities Model 3 has, it costs about one-third the price.

Sega wil, recease 10 to 15 titles for Naomi in the first year, along with games from 20 companies inc.uding Capcom, Jaleco and Tecmo. Sega hopes that other companies will adopt the system for their arcade projects, and in turn then bring those games to Dreamcast.

Games for Naomi include The House of the Dead 2: Original Sin, Blood Bullet (House of the Dead Side Story) and Dynamite Baseball. The cabinets for Naomi titles include slots for Sega's Visuat Memory System, so in theory you could save your game onto a VMS, bring it home and continue playing or vice versa.

- CPU: Hitachi SH-4, 128 Bit graphics engine, proprietary RISC CPU (running at 200 MHz, 360 MIPS/1.4 GFLOPS)
- Graphics Engine: NEC/VideoLogic Power VR2
 Sound Engine: Yamaha Super Intelligent Sound Processor 32-Bit RISC CPU (64 Channel, ADPCM).
- Main Memory: 32 MB
- · Graphics Memory: 16 MB
- · Media: ROM boards
- · Colors: 1.67 million color palette
- Features: Bump mapping, fog, a.pha blending, MIP-mapping, tri-linear filtering, anti-aliasing, environment mapping and specular effects.
- · Game port: JAMMA video.
- Optional CD-ROM drive







A closer look at Naomi, its main board, and the front console (with VMS slots).

Live From AMOA

AMOA Wrap-Up

At this year's AMOA in Nashville, Tenn... innovation took center stage. For the first time in memory, the most talked-about games were not all fighting games. Blitz '99 from Midway and Gauntlet Legends from Atari were the buzz on the show floor and Capcom was absent from AMOA for the first time ever. Sega gave us our first look at Naomi a beit behind closed doors-with House of the Dead 2 and Blood Bullet: HotD Side Story, Blood Bullet is a different game, playing more like Final Fight or Fighting Force than HotD. New titles included an untitled NBA game from Konami, Daytona 2 Power Edition, Star Wars Trilogy, Ocean Hunter and Get Bass from Sega, and Beast Busters 2 from SNK.

Capcom Ends SF3, Alpha

Caprom announced SF₂: Third Impact for the arcade. This will be the final installment of the mediocre Street Fighter Three series and will of course have new characters and backgrounds. They also announced that Alpha 3 will be the last in that series, and next will come an entirely new Street Fighter series (including Ken and Ryu no doubt). In a related story, word has it that Street Fighter Alpha 3 will be Caprom's last 5 shurn title, and will

support the 4MB cart.

Jamming it Up at Japan's Annual AM Show

Apart from the current economic turmoil in Japan, arcade operators, especially the smaller operators, have suffered. Print Club fever is altready long gone and the cost of new arcade machines is getting more expensive with each passing day. Games have also become too complex and difficult for casual gamers to p.ay and are soon worn out or altered by small ungrade versions of the game. Under these conditions, it's been very hard on the small arcade operators to keep up.

At this year's show, the focus was make



it good, make it cheap, and revive the ailing arcade business in Japan, Titles like Beatmania 3rd Mix will surely drive the marketplace for the rest of the year. Capcom showed off Tech Romancer (known as Kikajoh in Japan-the Untitled Capcom Game we told you about in Arcade Previews last month) and Magical Tetris Challenge starring Mickey Mouse, Konami showed off Beatmania 3rd Mix, Dance Dance Revolution, Pop'n Music and Evil Night. Dance Dance Revolution is Beatmania for dance moves, and looks great. Evil Night is a 3D shooter for three players (one of which ' can use a shotgun). Namco showed off Fighting Laver from Arika, Attack Pura-rail, Race On! and Gunmen Wars, SNK had Beast Busters: Second Nightmare, Samurai Spirits 2 and Shock Troopers: 2nd Squad. Taito was showing off Operation Tiger, Chaos Heat, Densha de Go! 2 and Psychic Force 2012. Tecmo had Dead or Alive ++, Mace: The Dark Age, and Cotton Boomerang, Lastly, Visco showed titles based on the Aleck 64. an arcade version of the N64-Eleven Beat: World Tournament and Star Soldier: Vanishing Earth.

Konami's Dance Dance Revolution requires players to pick up their feet to the rhythm. Music games from Sega and Konami have been huge hits in Japan, whereas not one has been widely released in U.S. arcades.

TIO PIGE /A PIVE

THE ONLY THING MORE FUN THAN WINNING IS

- A PENER HORE
- DIE OF WAYS TO CHEE
- NITE BOOSTS
 - POWER-UPS
- SELECT FROM CARS
- COMPETE FOR CASH POINTS
- Mileton macks
- 😭 📆 LILIA NIK STPPORT
- S VARYING WILLING CONDITIONS
 - CHANCING SEASONS
- UMPS AND OBSTACLES







AVAILABLE





LIVE FAST ... DIE WEI

*I WILL destroy you in the Battle mode | WILL destroy you in the two player split screen mode....

I WILL destroy you in the combat cable link mode

I WILL DESTROY YOU MAGGOT!"

SGT Steel

"When the flag goes down baby your gonna feel the funk of my Disco Fever Ray, You'll be hearin' "Stayin' Alive" til' ya die" -Ebony Justice

"I will continually upgrade my sinister hearse boat and weapons to extreme necropotent porportions and your weak pale flesh will ROT IN PIECES -Br.Graves

> "Look here Son, I WILL use your head as an anchor and your butt as a seat cushion

-Officer J.B.Nightstick

"We're like totally prepared to like race and win on like all umm... 9 courses , ya know ? so like totally get outta our way"

-Brandi, Mandi & Kandi





Pokémon TV: Gotta Catch It All

EGM looks at the Pokemon animated series in the U.S.

If you're a fan of Pokémon, you're probably hooked on the TV series that started airing in

most parts of the United States this past September. What you may not know is that the Pokémon TV series originated in Japan, and is one of the reasons that the game is so popular there.

The U.S. production team gets each show from Japan, with dialogue and music tracks separated, along with

Japanese scripts. Each episode takes four to five weeks from when the script translation begins to when the episode is

complete (with 12 14 shows in production at any one time). This season there's a total of 52 episodes, with plans for more for next year, a record album of music and, eventually, the movies that have been released in Japan (Pikachu's Summer Vacation was just released this past, July). Episodes of the show will be available on home video from Pioneer in November.

Norman Grossfeld, the show's producer, told us one of the most difficult things to translate is Japanese humor. "Some things are funny there because it's a local Japanese pun or joke that just doesn't translate, yet people

are laughing on the screen or there's some big reaction. We've taken whole days just thinking about 'What are we going to do with that?""

In addition to translation, each episode has been rescored, with music added throughout using both new tunes produced for the U.S. version and arranged versions of the game music from the Japanese show. They match the music to the on-screen action to keep the pace. Scenes with Japanese writing in the background or on signs have been rotoscoped to feature English phrases.

One of the changes that occurred on the Japanese side is that some of the episodes were re-edited after the famed "epilepsyenducing" episode (#38 of the Japanese show, which isn't being shown in the States) to make Pikachu's electric attacks dimmer and bright lights lower. These changes are very slight and don't detract from the show's story. Grossfeld told us that few things have been edited out of the show to keep it accurate to the Japanese. Even the Pokeran was adapted from a song used in Japan during the show.

Nintendo renamed 75 percent of the Pokémon for the U.S. version, so 4kids recorded new Pokémon voices—with a few exceptions, including Pikachu, which is the same voice as in the Japanese version. Grossfeld told us "The only time we have to replace it is when Ash or one of the other characters is speaking over Pikachu at the same time."

In the end, the stories of Pokémon is what matters. "The stories don't get enough notice when people talk about Pokémon. It's really driven by the story, and I think that's what is attracting people to the show."



Misty slaps Ash when they first meet in the Japanese version of Pokemon, but not in the U.S. version. Japanese text has been changed to English throughout as well.

Real Life Pokémon Center

Think games and real life don't mix? Think the Japanese don't take some things maybe just a little too seriously? Think again. Pokémon Center Tokyo is an entire store devoted only to Pokémon goods. Everything from candy to figures to bathing and nygiene products are readily available for the budding (somewhat loony) Pokémon troiner. Located in Nihombashi, the center gets so crowded on weekends that lines form all the way around the block just to get in. Obviously, once in there, you have to

buy something with a Pikachu on it.



Pokémon TV Guide

In case you missed the first few episodes, here's a summary of the first eight.

Episode 1: Pokémon, I Choose You!
Ash begins his Pokémon training. He receives a Pisachu from Professor Oak, but this Pika-pal is a stubborn Pokémon, refusing to be friends with Ash. A run-in with Spearows puts Pikachu in danger.



Episode 2: Pokémon Emergency!

Ash races to the Pokémon Center in Veridian City, where Pikachu is nursed back to health. Team Rocket bursts onto the scene to steal rare Poxémon, but with the help of Pikachu, they are defeated.

Episode 3: Ash Catches A Pokémon

After plenty of trying, Ash catches a Caterpie. It takes an immediate liking to Misty, who hates bugs (but loves Pokémon for some reason). Caterpie helps defeat Team Rocket and evolves into Metapod.

Episode 4: Challenge of the Samurai

Just as Ash is about to catch a Weedle, Samurai challenges him to a fight. Their battle is interrupted by a swarm of Beedrill, and in the ensuing confusion Ash sadly loses Metapod.

Episode 5: Showdown in Pewter City

Misty and Ash end up in Pewter City, where Ash challenges the city's Gym Leader, Brock. After a loss, Ash energizes Pikachu and goes back to take care of Brock. Brock ends up joining the group in their quest.

Episode 6: Clefairy and the Moon Stone The adventurers run into Seymour the Scientist, who is studying the Clefairy an

Scientist, who is studying the Clefairy and the fabled Moon Stone. When Team Rocket shows up, they help the Clefairy defeat them and protect their precious stone.

Episode 7: The Water Flowers of Cerulean City. Our friends end up in Cerulean City, where Ash challenges the three Sensational Sisters to a Pokémon match to gain his second badge. Misty counterchallenges Ash to a battle, but Team Rocket intervenes at the last minute.

Episode 8: The Path to the Pokémon League After leaving Cerulean City, Ash and his friends drop by A.J.'s private training gym. A J. trains his Pokémon extra hard (and is undefeated in 99 matches). Checking his ego at the door, Ash realizes he has a lot to learn



Live From Tokyo

The Autumn Tokyo Game Show proves that new hardware doesn't always mean surprises.



This year's Tokyo Game Show, held Oct. 9-11 at Makuhari Messe in Chiba, Japan, was a different show than the last few. Whenever new hardware is available for the public to play, it's exciting. At this show, there were four new systems to cneck out—Dreamcast being the only traditional console, with SNK's Neo-Geo Pocket, Bandai's WonderSwan and Sony's PocketStation all rounding out the list.

The big companies had new games to show, but nothing that we hadn't already seen or heard about previously. In that

respect, this surprise-less show was a bit of a disappointment. The big companies had the usual assortment of titles. Square showed FFVIII, Chocobo's Mysterious Dungeon 2, Chocobo Racing (on video), SaGa Frontier 2, Enrgeiz and Another Mind. Namco had a rather lackluster showing, with Ag. Ridge Racer Type 4 being the main attraction, plus Smash Court 2 and Libero Grande. Missing were Tales of Phantasia, Star Ixlom, Ace Combat 3 and Pac-Man 3D, all of which we know are in development.



Konami had the best third-party showing, with Suixoden 2, Hybria Heaven (N64), Silent Hill, Castlevania 64, (N64) among their ranks. Capcom had Street Fighter Zero 3 on PlayStation (but not Saturn), Marvel vs. Street Fighter on the Saturn, and Magical Tetris Starring Mickey, but no Dreamcast games on the floor other than video of Power Stone and Bio Hazard. Enix's big titles were Dragon Quest Monsters for the Game Boy Color and Dragon Quest VII.

Perhaps one of the biggest let downs was Sony, who just had PocketStation, Crash 3 and Intelligent Qube Final to show. Where was Gran Turismo 2 or PaRappa 2?

Saturn games were virtualty nonexistent at the show, with PlayStation remaining as the dominant system. The N64 Isn't doing well either, but seemed to have more titles at this show than the Saturn. Game Boy Color seemed to pop up quite a few places, with new games from Compile, Imagineer, Tomy and Enix. Plenty of "me too" games showed up, too, with the survival horror genre being one of the newest crazes. It was followed by RPGs and the ever-popular (in Japan) life simulation.



Tekken Dreamcast?

In what was easily the most surprising announcement made at the New Challenge Conference, Namco officially announced their plans to support the Dreamcast. No titles have been mentioned yet, but it's expected that since the company is also developing Naomi-based arcade games that these titles will surface first. Likely candidates are the System 12 based Soul Calibur and more importantly the much-rumored Tekken 4 which is likely to be the firms first Naomi title.

Sony Gets in Your Pocket

Sonyks biggest attraction at its booth wasn't a game, it was PocketStation (previously known, as the PlayStation PDA). It will taunch the PocketStation on Dec. 23 in Japan. The system looks similar to the popular Tamagotchi, and aces as atandard memory card to save games, a clock, a calendar, or, as a minigame system. Players download games from PlayStation disso to the PocketStation, which allows them to be played on its miniscreen. Sony says that 31 PocketStation-compatible titles will be released early in 1999. PocketStation will be released in

early in 1999. Pocket Station will be released in the United States in spring 1999.

One interesting idea made possible by the built-in-calendar would be to have special date cheats that would only activate on specific days of the year (for example you could play as Santa Caus on Dec. 25). Previously, PlayStation titles haven't been able to do time-released secrets due to the lack of a built-in clock.

Although the units are small, they will come with some interesting functions. The Pocket Station comes equipped with a 32-Bit RISC processor, a small LCD display, a speaker,

and infrared transmission and receiving capabilities (for head-to-head games). When released, the device will sell for 3,000 yen (US\$21). Titles that have PocketStation compatibility.

Titles that have PocketStation compatibility include Crash 3, Street Fighter Zero 3, Theme Aquarium, Final Fantasy VIII, IQ Final and Monster Farm 2, among many others





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The process is not to be a second of the contract of the contr



ADMIDWAY



Virtua Fighter 3tb

Guaranteed to be the one game everyone buys along with their Dreamcast, Virtua Fighter 3 Team Battle is an incredible looking game that easily matches the performance of the successful arcade machine. Taking the second revision of the sume as its basis, W7stip features all of the standard gameplay modes from the original game and adds the Team Battle Mode. Here, players pick three different fighters and then play in a "Survival Mode" style as they battle against their opponent's team. Once a fighter is defeated, he/she is removed from the roster and the next fighter steps in.

Graphically, as with everything else on the Dreamcast, the game is hard to fault when compared to similar games on home systems. The level of detail in both the characters and the backgrounds is quite astounding, and seeing it all run at 60 frames per second is certainly a tree.

If this is what first-generation Dreamcast games are like, we shudder to think how impressive games will be in two years.









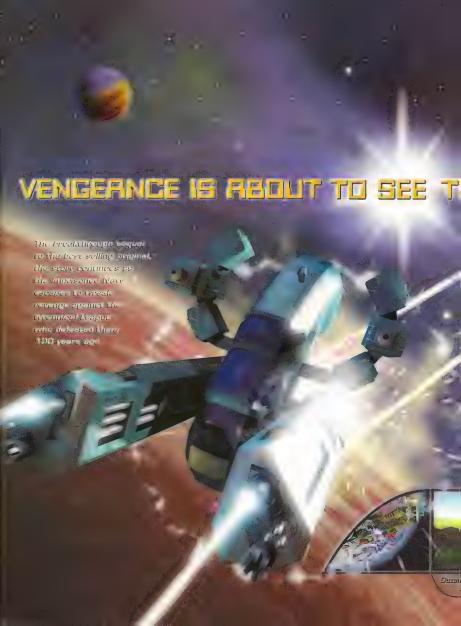


Sega Rally 2

Surprisingly, Sega decided against showing playable code of Rally a despite the game being a confirmed launch title. All exposure of the game both at the New Challenge conference and at the Tokyo Game Show was in the form of video presentations of a number of tracks.

That said, the game is looking extremely impressive. As you can see from these screenshost the level of detail is absolutely incredible—easily matching the kind of thing you see in high end, 3D-accelerated PC titles at the moment. Imagine this moving at a steady 6o frames per second, and we're sure you'll agree that this stands to be the most impressive racing game ever released on a home system.





HE LIGHT OF DAY

CCECNY WENGEANGE









s of space and land-based missions * 19 acts, 5 endings * Speciacular oby fights <u>Ousbourkalals and upgradable ships * 5 stunning and expansive solar systems</u>

IMPRISONED IN DAIRHNESS FI CENTURY AGO...



First Look: Blue Stinger



One of the most impressive "surprise" titles on Dreamcast, Blue Stinger is an action game very much in the style of Resident Evil. However, all of the environments you see in the screenshots on this page make use of the 3D engine..mothing here is prerendered. Gameplay consists of exploration, puzzle solving and a lot of combat—and everything is bursting with some incredible-looking special effects.









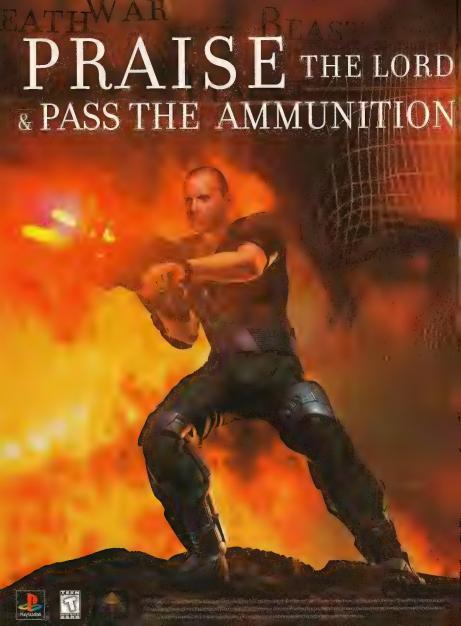












ACTIVISION



LI'S RAW ACTION



DESTROY IT ALL



LOCK AND LOAD

THE PARK OF THE WORLD SHILLE. You'se Bruce Willes, STARRING AL THEY KINCALD, NAMED PHYSICIST AND DOLE DEFENDER OF THE WORLD. IT'S UP TO YOU TO DEFEAT THE FOUR HORSEMEN BREGRE TT S HAPPY TRAITS TO UT ALL...

BRING IT ON.

APOCALYFSE

AN OBIGINAL PLAYSTATION CAME STARRING BRUCE WILLIS.

THE END BECOMS THIS NOVEMBER

LOOK FOR POES AND ANDLESS THE WAY TO BE AND THE STREET OF THE STREET OF

First Look: Climax Landers

Climax Landers is another RPG from Climax, the company behind the incredible Land Stalker (Genesis) and the somewhat original racing game Felony 11-79 (PlayStation).

Unlike the Stalker series, Climax Landers is a turn-based RPG with auto-generated dungeons (who knows how this will turn out, but there haven't been too many good randomized dungeon RPGs in the past—only the likes of Diablo have been able to pul. it off).

As you can see from the extremely cool-looking screenshots, this one's set in a traditional RPG world with the standard swords-and-sorcery theme.

What sets Climax Landers apart from other RPGs is that you can capture monsters and transfer them to a monster farm. These monsters can then be zapped across to the Dreamcast VMS, where you can train them and generally screw around with their minds. The back story of the game is not known at this time, but we do know it will have character slike Ryle from Land Stalker or Lady from Lady Stalker. Climax Landers for the Dreamcast is slated for the end of this year.



















THE FUTURE HAS ONE TINY HOPE FOR SURVIVAL

Capcom Announces First Dreamcast Titles

Resident Evil and Power Stone become the first game announcements from Capcom

Capcom announced Dreamcast support at Sega's conference with two games—Bio Hazard (a.k.a. Resident Evil) Code: Veronica and Power Stone. Both will be released sometime in 1999.

Bio Hazard: Code Veronica (Bio Hazard is the Japanese name of Resident Evil) may not be Resident Evil 4, but it's definitely 2.5. The game takes place three months after Resident Evil 2, with players once again



controlling Claire Redfield. She gets abducted after travelling to Europe to find her brother and is taken to a tropical Island. Of course, an army of the living dead begins appearing on the island and now you've got to escape and find out who was behind your sidnapoine.

Unlike the previous two games, Veronica features real-time polygonal environments, which brings a lot more possibilities to the series. For instance, there's a first-person viewpoint and moving cameras if you prefer a third-person perspective. Dramatic lightings, shadowing and skin effects are all used so that characters that look like they're made of polygons are gone.

Power Stone is a one- or two player 3D free-roaming action fighting game that will appear first in the arcades as the first Naomi title from a third-party company. The game is set in the syth century, and players can roam around and pick up objects, using them as weapons against opponents. Arenas are larger than Ehrgeiz, but smaller than Bushido Blade, with both indoor and

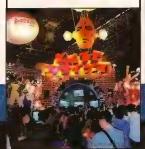
outdoor areas. www.capcom.com





Tidbits IMPORT Paysagion

We think of imports as ,apanese games, but in Japan, imports are U.S. and European games. They also get import magazines, as shown by this shelf at Messe Sanoh, located on the main strip of Akinabara in Tokyo.



Pocket-Sized Arcade

At the SNK booth, only two games in the entire area were in color (Athena for the PS, and King of Fighters '98 for the Neo-Geo). Everything else was related to their new portable game machine, the Neo-Geo Pocket, which is due to be released in eight different designs on Oct. 28 (Platinum White; Platinum Silver, Camouflage Brown, Marble-Blue, Platinum Blue, Cathon Black, Camouflage Blue and Crystal White). The unit Itself is really nice. It's small (not as small as Bandal's Wonder-Swan), light, and the lever-like control sitck (which has a nice

cool idea for a portable.

Eight games were playable at the show: The King of Fighters R-1, Melon-chan no Seichou Nilki, Pocket Sponts Series: Neo-Geo-Cup '98, Pocket Sports Series: Baseball Stars, Renketsu Puzzle. Pocket Sports Series: Pocket Fonts, Master of Shogi and Chemy Master. Later on, SNK will release

smooth analog feel to it) is a very

The King of Fighters R. 2, which will be compatible in some form with the Dreamcast version of The King of Fighters, which is current by in development. Exactly how it will be compatible isn't known.

We were told that the Neo*Geo Pocket will be coming to the United States in April 1999, after previous reports that the system would not be released stateside. www.neo-geo.co.jp



One of the oddest games at the Tokyo Game Show was Tondemo Crisis, by the company of the same name. The object here is to go through different minigames and "save" members of your family from impending danger.



Jep Systems announced that it will bring Cool Boarders to the Dreamcast next year. This snowman demo was unplayable, but looked great.



WHO THE !*#% YOU CALLIN' TIMY?



My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons-big guns and rocket launchers-so I'm not going to take



THE ADDRABLE KILLING MACHINE

any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut, www.tinylank.com www.mgminteractive.com

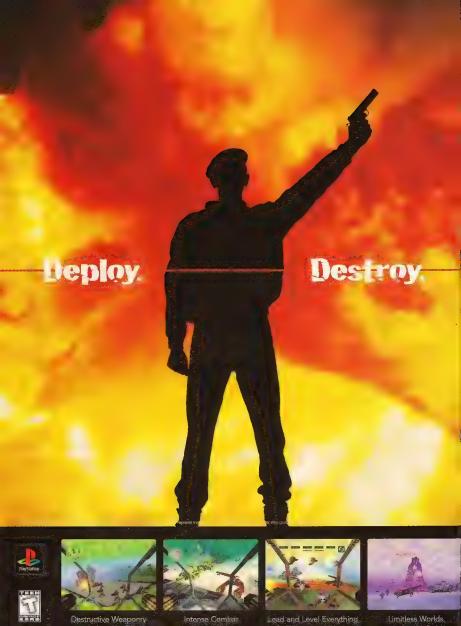














3DO grant desired a second of the second of



The Cannol in 1967's Railon Game of the Veir

WonderSwan Takes Flight

Bandai's new system has a silly name

Game Boy has dominated the handheld market for many years, but if Bandai has its way, that won't be the case anymore, Bandai unveiled WonderSwan, its black-and-white handheld system, just before the Tokyo Game Show. Set for release in March 99, the WonderSwan is a little bit different than the Game Boy, but has at least one similarity.

WonderSwan was developed through a partnership between Bandai and Gunpei Yokoi's company, Koto Laboratory. Yokoi himself actually helped design the system, but sadly he passed away during its development. The company carried on and finished his work, even creating a puzzle game called Gun Pey in memory of the master inventor and original creator of the Game Boy.

The WonderSwan is tiny and light enough to fit easily into a pocket (and to make you

forget it's even there). At 110 grams, it's extremely light and portable. The screen is able to display 224x144 dots on its 2.49" screen in eight shades of black and white.

The system can be held in two ways—one vertically (for puzzle games and other such titles) or horizontally, for standard games. It's very easy to hold, but the control scheme seems a little simplistic.

Bandai commented that the frankly ludicrous name WonderSwan is a worldwide name for the system, with a possible release in the United States if there are games that would be right for the market. The system will cost you 4800 yen (about \$40). Fifty games are currently in the works, with an impressive array of third-party titles. By Oct. 1, 30 companies had signed on to make games for the machine, Games will set you

back about 3000-4000 ven (approxi-

mately \$25-35) each. Titles include a couple from popular licensees - Puzzle Bobble from San Denko, Densha de Go from Taito and Side Pocket from Data East. But the most surprising titles are from Squaresoft, Capcom and Namco Famista (baseball), Klonoa, Tekken, Chacabo's Mysterious Dungeon and Pocket Fighter (which is being adapted by Bandai).



Grandia II

The original Grandia was an extreme.v popular RPG on the Saturn that made effective use of 3D polygonal backdrops, but with 2D sprites overlayed on top. The mood was always somewhat "chirpy" by usual RPG standards, but it proved to be a pig hit.

Grandia for the Dreamcast (the full title is yet to be confirmed -- as we go to press Grandia II is just a guess) will be somewhat different. Already confirmed as being a "proper" seque, and not a remake or remix of the earlier game, details are currently very sketchy. What we do know so far is that a) the mood is going to be much grittier and darker this time around and b) the graphics engine now makes use of highquality 3D polygonal backdrops AND 3D character art.

Expect to see more details of this in the coming months. t's encouraging to see that Sega isn't making the same mistakes as Nintendo in trying to woo the Japanese market. By the end of the year there are at least three quality RPGs set for release. Alongside the nigh caliber franchise and arcade titles, the success of Dreamcast seems more and more assured with each announcement.



Peripheral Visions

Sega unveiled plenty of peripherals to go along with the system. Here's a rundown of everything announced so far (with a few cool surprises).

Visual Memory System - 2500 yen (\$21) Available: 11/27

Sega's hybrid PDA/Memory Card. Plugs into a slot on the controller and can be used as a file manager (back-up data) and a personal viewer (for example, to view

plays during sports games). Dreamcast Controller - 2500 yen (\$21)

Available: 11/27 Sega's Dreamcast controller features both a digital pad and an analog stick, as well as seven buttons (A, B, X, Y, L, R and

Racing Controller - 5800 yen (\$48)

Available: 11/27

Similar to the Racing Controller for the Saturn, Sega's DC Racing Controller is a sleek table-mounted steering wheel that works with Sega Rally 2 and (presumably) all future racing titles. One to check out at launch maybe?

Arcade Stick - 5800 ven (\$48)

Available - 11/27

Again, this one is just like the one that came out for Saturn at its launch, only more durable. The stick has a nice feel to it, and there are six buttons laid out Street Fighter-style on the top (A, B, C, X, Y, Z), as well as a START button. There are no L or R buttons (presumably replaced in this case by C and Z). A must-buy for VEstb fans.

Mic Device (Provisional Name)

Available - TBD

Similar to Nintendo's Japanese Voice Recognition headset for the N64, this microphone device will allow users to "talk" to their games. According to the press materials it can be used as a "voice effective unit" or a "voice communicating unit."

Fishing Controller (Tentative Name) Available: Feb. 1999

To be launched along with the port of "Get Bass" in February, this new fishing controller (which is snaped like a fishing rod) features a vibration motor, sensor and reel. Something for the fishing enthusiast...but maybe not "normal" people, eh? Dreamcast Keyboard - 4500 yen (\$37)

Available: 11/27

A keyboard for use with the DC to make preparing e-mail, browsing the Web and inputting text easier. Invaluable. Entering text with a joypad isn't fun.

VGA Box (Provisional Name)

Available: 1999

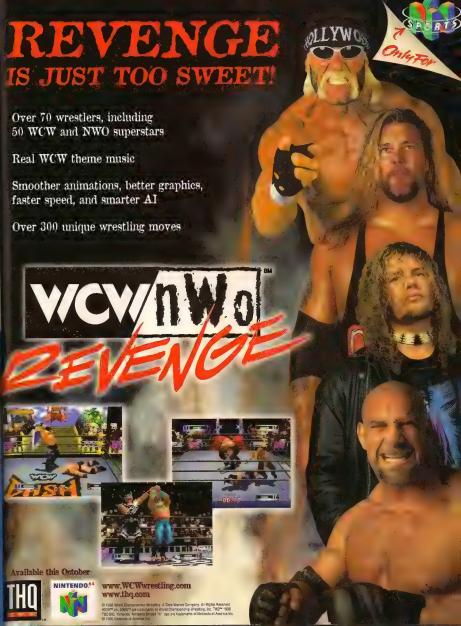
An RGB convertor that will allow you to hook your DC up to a PC monitor, allowing for some seriously hi-res game playing (normal TVs aren't capable of fully showcasing the Dreamcast's hi-res abilities).

Puru Puru Pack (Tentative Name)

Available: 1999

The Puru Puru Pack is a force-feedback pack that is inserted into the second slot on the controllers, it makes the controller shake when something like a punch, kick or crash occurs in the game. It won't require additional batteries, but why wasn't this just built-in off the bat?





Video Game Gossip & Speculation Uartermann

As is the norm around a big show like the Tokyo Game Show, a lot of the rumors become reality. Take a look through this month's news and you'll see windication of a lot of the stories that the Q and his spies have dug up in recent months. For the moment—the new wave of game consoles continues to be the lead gossip out there, so let's start out with the one everyore wants to know about...

The Rumor PlayStation 2 may be announced as early as Q2 1999 and the announcement will verify all of the other rumors about the system—namely the DVD drive, the backward-compatibility and the 3D/endering hardware

The Truth - European games trade newspaper MCK reports that Sony will make an apriouncement as early as the next Tokyo Game Show (Spring 99). The report also suggests that Sony-will make some kind of formal apriouncement around the time of the Dreamcast launch in Japan. This is a layfout that O-Mann That's spoken of before, but what is more interesting is that the report m-MCV contains a categolical denial from Sony that the new coposie will be Backward-compair ble. Current speculation as to the Kardware specifications continue to revolve around a DVD system with proprietary technology (owned by Sony) and 30 rendering hartiware capable of generating so million polygons a second or more (more than double the power of the Dreamcast or current/Voodpo 2-equipped PCs).

As an addition to this, the &s spies spoke to a number of developers prior to TGS who all dropped hints that part of their trip would involve time with the R&Q team at SCET to talk about the new machine.

The Rumor - Prince of Persia 3D was to be released on Dreamcast until Sony came along and offered massive intentives to Red Orb to can the project and run it as a PlayStation 2 game only.

The Truth - A port from PC to DC would be extremely easy for Red Orb if it wanted to make a fast buck. If Sony is hungry to spoil things for Sega though, a game as impressive as PoP3D would be a good project to steal. The Qs sources at Red Orb were adamant that fine conversations were started in the late summer.

The Rumor - Turok won't make the move to Dreamcast...it will remain a Nintendo and PC-only franchise for Acclaim and Iguana.

The Truth - This one depends on who-you-talk to. The Learn at Iguana has asserted that Turok is a specifically Ninhendo-lead product and that white they have used the Turok z engine as a way of testing the Dreamcast development kits...the game itself won't ever make the move. Interestingly, Dave blenstbler and his crew have given some indications of the power of Dreamcast by comparing polygon counts between the NG4 and potential Dreamcast versions of the engine running at the same frame-rate! Most characters in Turok z on NG4 usen't the region of 500 polygons. The same creatures on Dreamcast-Could each be 10,000-polygons - 2,000 of which could be used to make up the Jaces of the characters.

The Rumor - In a related stofy, the Q's spies have learned that Acclaim has a number of games in development for IPreamcast. Likely candidates being South Park, Extreme G 2, Forsaken 2, QB Club 99 of 2000, NBA Jam, or even Shadowman. The real rumor-mill circulates around Turk...but you've already reda about that.

The Truth - There are four games in development due for release around the U.S. launch of the system. No titles have been revealed as yet.

The Rumor - Despite announcing an awfully long time ago that there would never be another Alone in the Dark game on any system, and that things would be called quits with a nice, round number three—influgrames is producing Alone in the Dark & for Dreamcast.

The Truth - Yep. How could anyone deny the success of games like Resident Evil? And who could possibly ignore the fact that they own a franchise that's very similar and would benefit from a graphical overhaut? Apparently not infogrames. Watch for Alone a in early 2000.

-The "O"

GRRL Gamer!

By Nikki Douglas

Picture Duke Nukem for a moment. OK. Big, tough-looking, Dolph Lundgren type. Good build, cool sunglasses. Now just for a moment imagine him in a speedo. Oh, man. Not a speedo. What if this image and other images of Duke were all over the Net and even encouraged by some of your favortie (or not so favorite) gaming mags. Duke in cute little revealing outfits everywhere you turned. You just couldn't respect the guy, could you? You'd have to turn your back on him and say, brother, put on some clothes!

Welcome to the world of the female game enthusiast circa 1998. We've got Lara, Aya, Red Lotus (who wears a g-string with her sword), anime cuties like the girls in Final Fantasy VII and more to deal with out here and frankly it's getting kind of irritating. So in case you were wondering what women like, I've made it simple for you by summing up in five points everything we DON'T like about the current status of women and videogames.

Five Things That Turn Women Off to a Videogame

T & .

There's so much of it permeating our culture that it would be nice if there was one T&A free zone where women could just enjoy themselves without having to think too much about their boobles. We wish gaming could've been that place but I for one still think we have a chance, because guys who are serious gamers are smarter than the average knuckle-draggin', SPAM lover who actually thinks that Deer Hunter's a challenge. It is to those guys, the brainy ones with Itchy trigger fingers that we implore—make games that women will like tool.

Kill everything you see

Even though I love first-person shooters, they can get quite tedious after a while. An PFS with a plot would be breakthrough because it's cool when you have to do more than actually kill everything in your way. Like maybe, having to think, deduce, strategize. Now that would be interesting. After all, how many times can you see some alien dude blow up and smear the walls before it's kind of, you know, ho-hum?

Dark, dreary, mechanical settings

I'm thinking Metal Gear Solid could use a little brightening up women understand ambience—we like it too, but every once in a while if a game broke with the whole film noir MOODY factor it would be creat've. Like, remember blue skies, maybe a cloud floating by? I'm not talking flowered meadows or anything, just something that's organic.

No choice to play a female or male character

There should be an option to play either a male character or a female character in a game, particularly in an adventure game or first-person shooter—that's what made a game like Resucent Evil so much fun. Women like to play in a form they can identify with. And we need more than just Lara Croft and her daisy dukes.

The gross-out

This is just NOT the way to reach women, although some of us (myself included) do enjoy an all-out bloody fragfest. But for most women, the gross-out will turn them away from a game quicker than you can say, "Myst is in the closet under all the old *Playboys*."

You see we just want to play too and play games that don't mock or belittle us, or that come wrapped in pink packaging for our protection. Women want to have a good time playing games, just like guys do.

I hope this helps. Rest assured you'll be seeing more from me on the female gamers perspective in the future, but for now excuse me 'cause I've got to see if I can find a Nude Duke code for A Time to Kill.

Nikki Douglas is the headgrrl in charge of GrrlGamer (http://www.grrlgamer.com - www.grrlgamer.com), the world's only gaming publication for women and girls.



Publisher/Developer Players/Genre % Done Release
Crave I-4 100 Hovember 1998

Web Address: www.cravegames.com

Milo's Astro Lanes

You Think The People In YOUR Bowling Alley Are Strange...

My 2 Cents

At least it's not a

Milo's Astro Lanes is

a bizarre attempt at

something different.

It seems as if they're

thing, but the results

-James Mielke

trying to do a Hot-

Shots-Golf-kind-of-

promising, thus far.

aren't extremely

racing game, but

coming up with

right, that's a genre that's been almost completely ignored (except for Ten Pin Alley and Brunswich Bowling), until now that is. Crave Entertainment is taking matters (and a bunch of balls) into their own hands, it seems, with Milo's Astro Lanes.

owling on the N64? Shyeah

Touted as a combination of bowling and miniature golf, while not exactly that, Milo's Astro Lanes hopes to inject some much-needed fun into this non-existent category. In Milo's, you can choose from six strange characters (which include big headed aliens and robotic fema.e bowlers), six different "nuc.ear" balls and three different lanes, with additional lanes opening

up as you progress. Factor in a "realistic" physics engine and it becomes apparent that Crave is keep ng one eye on the future while keeping one foot firmly planted on the ground.

While it's difficult to figure out exactly where the miniature golf aspect comes in, this certainly isn't your average bowling game. More like a mixture of bowling and WipeOut XL, gameplay is affected by picking up power-ups while your ball spins.

down the lane. If you have friends playing at the same time (MilOS supports four players total), they can attempt to sabotage your efforts while you try to get that strike. All sorts of special attacks can be used to ruin your game, such as the Bouncy Ball tatack, which turns your ball to ruiber, or the Pea Ball which shrinks your ball, naturally, to the size of a pea. If that weren't enough, not only do you have those nasty opponents to deal with, you also have to look out for all the obstacles you'll find

in Mi.o's Astro Lanes. Chasms, jumps and

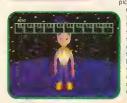


One would expect a robot to have an unfair advantage, but what's with the bug-eyes at the end of the lane?

lava-filled gutters litter the lanes, so you'll need to keep on your toes, lest that bowling ball of yours becomes nothing more than a pile of ashes.

However, the best defense is a great offense, and with the Booster Ball, the Cone Ball and the mighty White Dwarf at your disposal, you'll be more than prepared to deal with the opposition.

The graphics are well-done, if a bit on the purple side, with a bizarre combination of psychedelic, space-age environments and bowling alleys from hell. Additionally, the characters all look good (if a little goofy), with nice light-sourcing and Gouraud shading in place. If you're pining for 10-pin act' on on the N64, this is probably as close as you'll get to a bona-fide bowling experience. Just don't expect a hard-core bowling simulation or you're going to walk away disappointed. With a wacky cast of characters and innovative four-player action, Milo's Astro Lanes might become the party favorute this holiday season on the N64. All you need now are the cheesy shoes and black-and-white bowling shirts!





Onuki is just one of the many unique characters in Milo's Astro Lanes. Looks a little like the Great Gazoo. doesn't he?



If your idea of fun is bowling in a pit of lava, then this game might be "right up your alley." Ouch.



You won't find "lanes" like this in your hometown. At least I hope not.



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Secret life revealed of the se

Spyro breathes fire, piles and headbuffs, the sand headbuffs, the say through prophine ally stuming, completely interactive worlds. Spyror rescues drapon families, collects treasure, recover is piwels and discovers high service and discovers in familia to fail and a free and service and state in the say of the say of

\$1.39/\$1.69 CANADA

OCT. 8, 1998

Sheep makes case on national TV!



One hot sheep!

Embittered sheep stages anti-Spyro protests. (Story on page 3.)









Top 20

1	WWF War Zone Acclaim	B	Last Menth
2	WWF War Zone Acclaim		NEW
3	Banjo-Kazooie Nintendo		Lest Meath
4	NCAA Football 99 Electronic Arts	B	NEW
5	GoldenEye 007 Nintendo		Zant Month
6	Gran Turismo Sony Computer Entertainment	B	3
7	Waialae Country Club: True Golf Classics Nintendo		NEW
8	Madden NFL 99 Electronic Arts	B	NEW
9	NFL Xtreme Sony Computer Entertainment	B	8
10	Mission: Impossible Infogrames		Last Month
11	NFL GameDay 99 989 Studios	B	NEW
12	Tekken 3 Namco	P	10
13	Super Mario 64 Nintendo		13
14	Mario Kart 64 Nintendo		14
15	Mortal Kombat 4		6
16	Tomb Raider ^{Eidos}	B	Last Month
17	Mortal Kombat 4	4	Last Month
18	Crash Bandicoot Sony Computer Entertainment	4	18
19	Road Rash 30	A	Last Month

Source: NPD TRSTS Video Games, August, 1998. Call them at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff

WWF War Zone (PS)

With the ability to create wrestlers as diverse and interesting as good ol' Elephant Sak here, it's no wonder War Zone is selling through the roof! With the big football games coming next month (Madden, GameDay, etc.), will it be able to keep the top spot?

8.5 8.0 7.5 Dean John R



2

WWF War Zone (N64)

Did we cal. It last month or what? The N64 version of War Zone is even better than the PlayStation one. It'll be around the list for a while...at least until Revenge hits.



Banjo-Kazooie

It was a brief stay at #1, but it sure was well-deserved. Who knows, by this time next year you may be reading about Banjo-Tooie in this yery spot.



Shawn

8.5

Dan

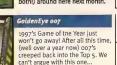
9.5

Shawn



NCAA Football 99

Let the football wars begin! You knew NCAA was gonna show up quickly, and we guarantee you'll see Madden or GameDay (or both!) around here next month.





8.0

8.0

9.5

Crispin



9.5 9.0 Dan Sushi

Would you upgrade your TV for gaming?

No 17%
Maybe 30%

YES 53%

Source: Videogames.com Poll October 14, 1998

Electronic Arts
F1 World Grand Prix





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Top 10 Editors' Picks

Metal Gear Solid Oddworld: Ahe's Exaddus

GT interactive

Roque Trip

- Xenogears Square EA
- F-7ern X Nintendo
- Pokémon Nintendo
- GT Interactive MediFvil
- WEW/nWa THO Body Harvest
- Spyro the Dragon

ASC Games

ASCII

Atlus

Bandai

Bing Kids

- **Dreamcast Who and What List**
 - Fortvfive · July General Entertainment
 - PenPen Trilcelon
 - Gremlin
- Metropolis Furballs Bottom Up

Harukaze Sentai V Force 2

· Oozumou (sport)

Bizarre Creations

 Entertainment Golf (sport) Capcom

Mobile Suit Gundam

- Bio Hazard-Code: Veronica
- Powerstone
- Compile Puvo Puvoon
- C Lab Climax
- Climax Landers Climax Graphics
- · Blue Stinger
- · Aero Dancing (flight sim)
- Great Buggy (racing) C5K
- · Aero Dancing Great Buggy
- Culture Brain Hirvu no Ken/Flying Dragon Daikoku Denki
- Data East ESP

- Shinki Sekai Evolution
- · Actua Soccer Gremlin
- Actua Golf Gremlin
- Hasbro Interactive Hudson
 - · Kitahe (Heading North): White Illumination
 - · Elemental Gimmick Gear
- Human
- Imagineer
- Incoming Infogrames
 - · Alone in the Dark 4
 - Looney Tunes
 - Outcast
- Japan Corporation Nijiiro Tenshi Kagatech/Naxat
- Mahiong
- Kadokawa Shoten Koei
- Konami Media Ring Media Works
- Midway · Mortal Kombat 4 Special Fdition
 - NFL Blitz

- **NEC Home Electronics**
 - Sengoku Turb Seventh Cross

Courtesy of Primitsu Magazine

as of Sept. 20, 1998

B

apan

Ninteado

Metal Gear Solid

Pilot Ni Narnu!

Shining Force III Scenario 3

Blaze & Blade Busters

Namco Anthologu 2

The King of Fighters '98: D.M.N.E.

Pack- n Soft

Dragon Quest Monsters

Itadaki Street Gorgeous King

Pocket Monsters (Pikachu Version)

Kido Senkan Nadeshiko: The Blank of 3 Years

- **NEC Interchannel**
 - Mercurius Pretty Monster Breed
- Nihon Bussan Nihon Computer System
- Pulse Interactive Quest
- · Incoming Riverhill Soft
- · Akihabara Denno-Gumi Pata
- Cho-Hamaru Golf
- Climax Landers
- Denno Senki Virtual On Geist Force
- Get Bass · Grant Glam: Wrestling
- Godzilla Generations House of the Dead 2
- (Nanmi) House of the Dead Side
- Story (Naomi) Let's Make Pro Soccer Club
- Let's Make Pro Baseball Team
- Project Berkeley
- Sega Rally 2
- Sonic Adventure
- Virtua Fighter 3tb

Top 10 Arcade Picks

- Soul Calibur
- Daytona 2: Battle on the Edge
- NFL Blitz '99 Midway
- Gauntlet Legends Atari Games
- Street Fighter Alpha 3 Cancom
- Time Crisis 7 Namco
- Street Fighter EX 2 Arika/Capcom
- Sega Rally 2
- Carnevil
- Marvel Vs. Capcom
 - World Series Baseball 2000 Shouei System
 - Dig'tal Horse Racing Newspaper Special Tie-In
 - Sieg Crack 2

Taito

- 5NK
- . The King of Fighters '98 Starlight Mary Sting
- Takara Tecmo · Dead or Alive 2 (Naomi)
- Ubi Soft
 - D lump
 - · Monaco Grand Prix
 - Rayman 2 Speed Busters
- **UEP Systems** Cool Boarders
- Victor Interactive Software Video System F1 World Grand Prix
 - Ving Kids
 - Warashi · Shienryuu 2 (shooter)
 - Dynamite Robo (action)
 - Warp D2 Winky Soft
- Xing

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pin SPEED.
pin WISDOM.



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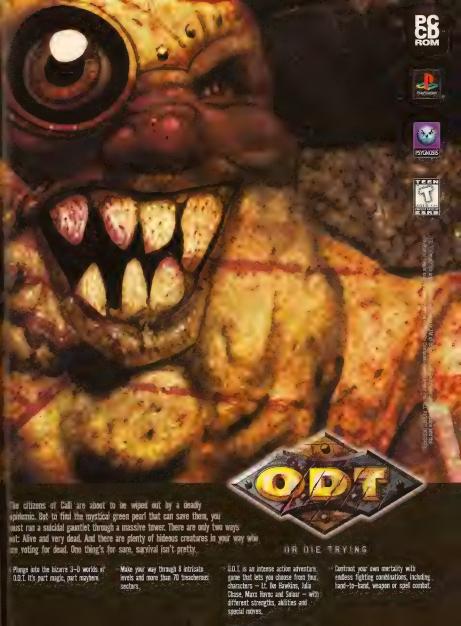
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*Contest rules and information available in stores, in O.B.T. packages and a www.odt-game.com







THE INTENSOR SURVIVAL GUIDE

Perause we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-thegut-while-you're-not-looking" brand of sensitivity. There's never been anything I ke Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Caming Experience is. It's complete immersion. It's intense tactile.

feedback It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audo jake of any system, play any game and hold on You may also want to say a little prayer.



Fig. 1. A breakdown of what you're up against

- ITEM
- 1 Left 2" Mid-Range Directional
 - Right 2" Mid Range Directional
- 3 5.25" Center Mid-Range
- 4 5.25" Low Frequency Tactile Driver
- 5 High Range Tweeter
- 6 Sound Volume
- 7 Tactile Intensity
- Tacine meensity
- 8 Electronics Unit
- 9 Heavy-Duty Single Cord Connector
- 10 Optional Office Chair Base
- 11 Optional Subwoofer
- 12 Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to hande Intensor's patented audio system. After all, we're talking 5 high-performance ouilt in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack which you can do without losing any tactile feedback. But keep in mind if your ears start bleeding, you should probably turn the thing down.





Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly (Shaky hands will appreciate the built-in molded cari ving handle.)

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

hear your games I ke never before, you'll also fee, them. In your back, In your legs, You'll fee sensations in places you never even knew you had. Which means every tones for one's mommy is guite common.

Be advised. With intensor, you' not only engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in nigh-pitched

ENSIVE PROCEDUR Fig. 3b. The Dodge The Weave Fig. 3c.

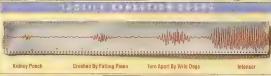




Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart Those with heart conditions should proceed at their own risk.



Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

The Duck

Any game. Any system. Any medium. After this, nothing will ever be the same.

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And there's no going back, It's the gaming version of the thousand vard stare You'il recognize it in others who've "been there." Seek them out. Tark to them. This therapeutic approach can nelp preserve your san ty.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage)



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www.intensor.com

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Sickening speed? Or death defying all?







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lintendo 6

- Game Directory
- Milo's Astro
- Virtual Pool Superman 64 Koadster 9

Previews

Earthworm Jim 3D

The Final **Earthworm** Jim Game?

6,000

The known number

(to use their proper

of species of

earthworms, or

name) Annelids.

arthworm Jim has always been one of those characters who is surprisingly a lot more popular than you'd expect. Although not in the ranks of the Marios and Sonics of this world, he's certainly a number of steps above the Jersey Devils, Spyros, Bubsys and Aero the Acro*Bats (remember him?).

After selling some serious numbers on the 16-Bit systems, it was long thought that due to the lengthy hiatus, Jim was gone forever. Thanks to Scottish developer Vis Interactive though, a "final" episode is set for release before the end of the year We say "final" (because Interplay is asserting the fact), but chances are that if this one is successful we'll probably see at least a few more.

So what's in store? Well, immediate assumptions can be made from the title; this one's in 3D...thanks to a fortunate arrival at the third installment in the series coninciding with the necessity for all N64 games to be in 3D.

As ever, the underlying concept is a bit on the wacky side. Apparently, a severe blow to Jim's head nas sent him completely barking mad, and he now finds himself trapped within the confines of his own psyche. Completely unconscious, but trapped within a world of his own weird fantasies, Jim will have to explore the 3D platform-like recesses of his

mind in order to try to fix his brain.

To do this he must wander through "themed" bits of his dreaminess, and each of the themes deals with certain psychological, um...thingies. There's stuff he loves, stuff he hates and stuff he's always wanted to do mixed up with lots of things from his memory. Hence we find characters and situations from the previous 2D games, such as Psycrow, Evil the Cat, Professor Monkey-For-A-Head and Number 4. All this stuff is mixed with The Bovine Special Elite, which are psychotic, gun-toting cows (obviously), Disco Zombies which kind of speak for themselves and weirdness like bakeg-bean lava flows.

> The gameplay mechanics are obviously the kind of thing you'd expect from a game of this nature. Jim runs, jumps and

Release Publisher/Developer Players/Genre Interplay 1st Ofr. 60 Vis Interactive Action 1999 Web Address: www.interplay.com



The graphics suffer significantly less from that N64 fuzziness than most other games on the system.

does the usual kind of stuff that goes with the platform-game-hero gig. Like a number of other (notably European) recent N64 titles of this nature though, the subject matter and humor is what will set this apart from the Marios and Banjo-Kazooies. It's all a bit surreal, but it's nice to see that the whole design of the game, right down to the puzzles, echoes the weirdness. This isn't just a game with trippy visuals, it's weird all the way to the core.

Techie Stuff

A mix of polygons and voxels

Unlike many other games in the 3D genre, EWJ3D manages to look pretty unique thanks to the originality of its subject matter and the inherent cleverness of the technology used. By mixing the usual textured polygons with voxel technology (volumetric pixels, a way of rendering graphics that is better for smooth lines), the overall result is a much smoother and more "natural"-looking environment. As you can see from the screenshots, the game doesn't suffer quite so badly from that blurry. fuzzy look that so many N64 games do.







NEA Tusts Positive for Performance Enhancers.



The scoret is set. The Mod is playing with an unfair advantage, a new supplement for select games called the Mod Topansion Pair That gives the system the amazing

strength to pump higher res graphics. To heavy on colors. Push more

colors. Fush more complex AI. Power larger Levels. or hold massive worlds. It gives you a definite ease. It fact, it's almost like cheating. So cut out the couper Look for the Expansion Fak Loon on NGA games. And juice un

Right new, check out tre sigher res graphics created by the N64 Expansion Pak, on those two games.





MANUFACTURER'S COUPON EXPRES 3 3 09

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NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release	www
3D0 3D0	1-4 Action	70	March 1999	

Web Address: www.3DO.com

Battle Tanx

his winter,

wargame buffs with an N64 will

Tank Fightin' Action. Don'tcha

There are 17

different areas in

which to engage in

mortal combat. As

warfare simulator,

the legendary Area

with any decent

51 makes an

appearance.

be able to engage in brutal tankbased combat. courtesy of 3DO. Set in the year 2001 AD (oooh!), the human race has dwindled to a sweaty-palms-inducing ratio Knowl of 1,000 men per one woman. Naturally, the women are the most valuable commodity left and the men have been reduced to snarling savages whose only remaining instinct is to fight. As a BattleLord, it's up to you to protect the QueenLord (usually a 17 hot-looking Duke Nukem-style chick) from the Tribesmen who would usurn her and take ner for their own. Your main line of defense (or

fair share of the damage.

offense, depending on how you look at it) consists of several lethally equipped venicles, like the Battle Tanx, the lighter but faster tank-cycle, and the heavily armored Goliath tank. Scattered around the environments are numerous power-ups (all the better to destroy your opponents with) such as guided missiles, flame-throwers, swarmer missiles, mines, cloaking-devices, turbo-boosters and nuclear armaments. Health-packs are also in abundance, which is good, since you'll be taking more than your

As with any decent multiplayer game, there are a variety of ways to play Battle Tanx. Among the modes on offer nere are the prerequisite Deathmatch, which you can play with up to three other friends, or solo, against CPU-controlled opponents. In Battielord

Mode, gameplay is basically modeled after capture-the-flag, where the objective is to capture the enemy's Queenlord, while preventing them from capturing yours. Last Man Mode is a kill-or-be-killed situation where you simply must be the last man standing, Finally, Campaign Mode takes you through the Battle Tanx story, where you must find your one true love over 17 levels of inhospitable enemy territory, highlighted with hand-drawn illustrations and "FMV" sequences



Civil war arupte acrues America en males organiza milities to espesio gevernment forces in an affe

The rendered intro features an almost FMV level of quality using the game's graphic engine.



Practically everything in Battle Tanx can be blown up. Why take the high road when you can make your own? using the game engine.

Graphically, the game resembles a tank-based version of Vigitante 8, with its fully destructible landscapes and buildings. Something in your way? Run over it! Need a path where there isn't one? Blow a hole in it! Practically anything in the game can be destroyed with extreme prejudice, and it's particularly satisfying to see a four-story building crumble in a fiery heap as a result of your fine efforts. Your tanks also take on visible damage (like Destruction Derby) each time they're hit, so keep an eye on those "healtn" bars.

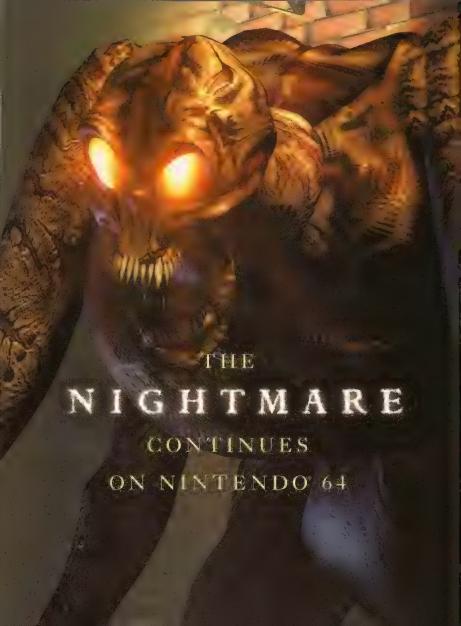
With more than 17 different levels to play through in either Story Mode or in any of the multiplayer deathmatches, replay value isn't a question here. What remains to be seen is whether or not the level design matches the scope of the game's design. With "arenas" modeled after real-life locations like Chicago and New York City, it looks like Battle Tanx has promise.



There's a large assortment of vehicles, ranging from fast minitanks to lumbering behemoths.











BATTLE 21 MONSTERS IN EERIE 3-D ENVIRONMENTS



USE 28 KILLER MOVES TO MUTILATE BEASTS AND ZOMBIES





LOOK FOR CLUES, SOLVE PUZZLES, SEVER LIMBS,

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Chorder Time Avail Said Not







Publisher/Developer Players/Genre % Done Ralease
Crave 1-4 100 Hovember Player I Action 1998

Web Address: www.cravegames.com

Milo's Astro Lanes

You Think The People In YOUR Bowling Alley Are Strange...

My 2 Cents

At least it's not a

Milo's Astro Lanes is

a bizarre attempt at

something different.

It seems as if they're

thing, but the results

-James Mielke

trying to do a Hot-

Shots-Golf-kind-of-

promising, thus far.

aren't extremely

racing game, but

coming up with

owling on the N642 Shyeah right, that's a genre that's been almost completely ignored (except for Ten Pin Alley and Brunswick Bowling), util now that is. Crave Entertainment is taking matters (and a bunch of balls) into their own hands, it seems, with Milo's Astro Lanes.

Touted as a combination of bowling and miniature golf, while not exactly that, Milo's Astro Lanes hopes to inject some much-needed fun into this non-existent category. In Milo's, you can choose from six strange characters (which include big headed aliens and robotic female bowlers), six different "nuclear" balls and three different lanes, with additional lanes opening with additional lanes opening

up as you progress. Factor in a "realistic" physics engine and it becomes apparent that Crave is keeping one eye on the future while keeping one foot firmly planted on the ground.

While it's difficult to figure out exactly where the miniature golf aspect comes in, this certainly isn't your average bowling game. More like a mixture of bowling and WipeOut XL, gameplay is affected by picking up power-ups while your ball spins.

down the lane. If you have friends playing at the same time (Milo's supports four players total), they can attempt to sabotage your efforts while you try to get that strike. All sorts of special attacks can be used to ruin your game, such as the Bouncy Ball attack, which turns your ball to rubber, or the Pea Ball whiten shrinks your ball, naturally, to the size of a pea. If that weren't enough, not only do you have those nasty opponents to deal with, you also have to look out for all the obstacles you'll find

in Milo's Astro Lanes. Chasms, jumps and

your alley." Ouch.



One would expect a robot to have an unfair advantage, but what's with the bug-eyes at the end of the lane?

lava-filled gutters litter the lanes, so you'll need to keep on your toes, lest that bowling ball of yours becomes nothing more than a pile of ashes.

However, the best defense is a great offense, and with the Booster Ball, the Cone Ball and the mighty White Dwarf at your disposal, you'll be more than prepared to deal with the opposition.

The graphics are well-done, if a bit on the purple side, with a bizarre combination of psychedelic, space-age environments and bowling alleys from hell. Additionally, the characters all look good (if a little goofy), with nice light-sourcing and Gouraud shading in place. If you're pining for 10-pin act' on on the N64, this is probably as close as you'll get to a bona-fide bowling experience. Just don't expect a hard-core bowling simulation or you're going to walk away disappointed. With a wacky cast of characters and innovative four-player action, Milo's Astro Lanes might become the party favorite this holiday season on the N64, All you need now are the cheesy shoes and black-and-white bowling shirts!

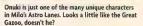




If your idea of fun is bowling in a pit of lava, then this game might be "right up



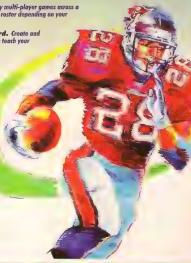
You won't find "lanes" like this in your hometown. At least I hope not.





Hey, there are plenty of games for people who watch football for the cheerleaders and half-time shows. For the true fam, there's VR Funtball.

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- Fully Licensed! All 30 NFL teams, stadiums, and over 800 NFL players such as Warrick Dunn, Troy Alkman, Junior Seau, Terrell Davis, Deion Sanders, Tim Brown, Barry Sanders, Jerome Bettis and many, many more. We also include the all-time great Super Bowl teams from the past four decades.
- New Season Features. Now you can play multi-player games across a whole season and earn a spot on the Pro Bowl roster depending on your season performance.
- New and Improved Coach's Clipboard. Create and edit your plays on both offense and defense to feach your friends the ins and outs of real NFL football.
- Ultra-Smart Al! To beat this game you have to not only be a better player but also a better coach. You have to know what play to call and when to call it.
- Get in The Game! Hear the trash-talking on the line, the chanting of the crowd, the booming stadium announce; helmets butting, and the crunch of jarred bones all in bolby surround sound.













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NINTENDO 64

Publisher/Developer	Players/Genre	% Done	Release
Hasbro Interactive Interactive Studios	1 Puzzie/Adventure	80	October 1998
Web Address: www.ha	asbro-interactive.co	ım	

Glover

Get A Good Grip On Your Ball

in a land far, far away, there was a wizard who created all kinds of notions. One day, there was an accident and it caused an explosion that scattered seven crystals integral to the kingdom's well-being. Luckily, one of the wizard's magic gloves survived the accident and set out to recover the crystals which had transformed into rubber palls to avoid being shattered. Unfortunately, the wizard's other glove fell into an evil potion and becomes Glover's archnemesis.

A somewhat generic story, but a very unusua, game, You control Glover who moves exactly like a

moves exactly like a person until he makes contact with one of the rubber balls. With a ball in hand Glover can poun

nce upon a time

hand, Glover can pounce, throw, slap, ride, push or simply let go. The various obstacles you must pass require you to clear the way without the ball, throw the ball over and follow later or move at the same time with ball in tow. A nice feature is the ability to see where and how far Glover can throw a ball via a visual flight guide which appears whenever Glover is about to throw or slap the ball, it eliminates a lot of the guesswork in figuring out where the ball will land. At any time, Glover can transform the ball into other substances other than rubberlike steel, Also, depending on the level, you will be able to turn the ball into more than just one variation. There are seven worlds with more than 20 levels filled with puzzles and obstacles for Glover to clear. Puzzles aren't the only

thing our nero has to contend with.

There are lots of creatures who are

The graphics are very nice and the levels are designed differently from one another. Considering this is Hasbro Interactive's first Nintendo 64 game, it's quite an impressive debut. More so since this is a full-fledged adventure title with vast worlds as opposed to a videogame version of a board game.









Glover has no problems with shallow water, but deeper depths require him to ride the ball lumberjack-style.

Glover's Tricky Moves

A glove is a pretty versatile object and so is Glover. Here are a couple of his moves:



Cartwheel: Tumbling fun

Ball Point: Helps when you lose the ball



Double jump: For those high ledges

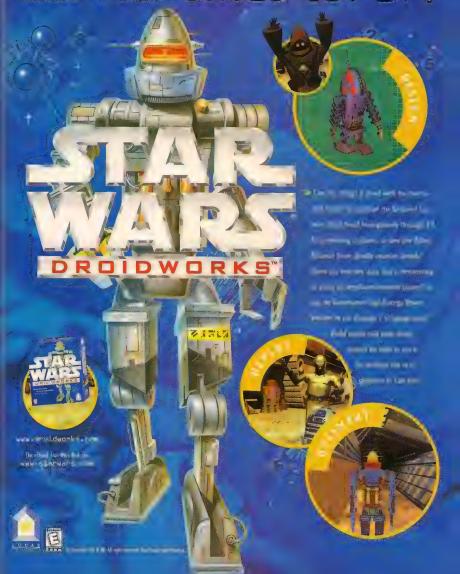
Pound enemies and switches

Lay Flat: Our personal favorite. Glover gets a nap, but also useful in later levels as a dodge move.





CAN YOUR DROID CUT IT?





Real-time body impact physics -klow off arms, legs, and even heads!



Hunt other players in one of three multiplayer deathmatch modes.



30 terrifingly registic enemies built with Soft-skin technology.



One of the entire Triffing times of the year-for NGA Swiners GamePro







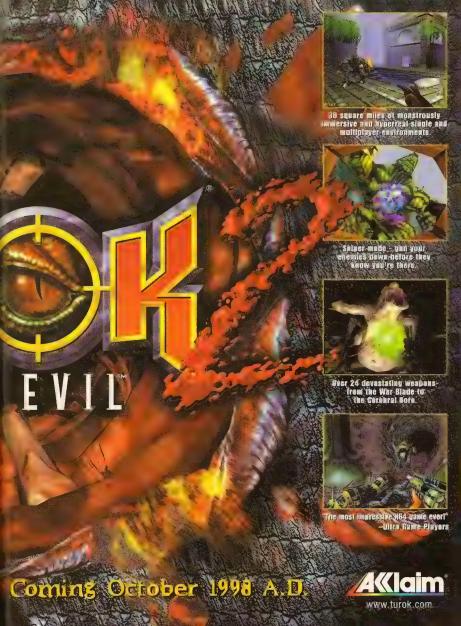




PC GAMEBOY



SEEDS



NINTENDO 64

Lode Runner 64

Lode Runner Finally Goes 3D



ay back in 1983, a funky little action puzzle-game called Lode Runner rocked the computergaming world with its Innovative design and addictive gameplay. Having landed on nearly every gaming piatform in the mid-to-late '80s, it's no surprise that this title has finally

"8os, it's no surprise that this title has finally found its way to the N64. Lode Runner 64 takes all of the traditional Lode Runner elements and attempts to incorporate them into a 3D world.

Apparently, Lode Runner became stranded on a foreign planet after having left Earth. With his any gational system on the fritz, he needs to gather the appropriate cata in order to find his way home. The problem is that the people who have this crucial information, the red-robed monks, are a bunch of suspicious punks who won't give it up. That said, Lode Runner must beat it out of them, while making his way from world to world, gathering stolen riches (i.e., gold) along the way.

Since the game has made the leap into 3D, so too have the "puzzle-style" levels. Instead of simply walking left, right, up and down, you can now walk into the foreground and back, naturally, into the background. The Trigger button fires your laser pistol, while the rest of the buttons manipulate the camera, allowing you to better plan your strategy for each stage. Each stage is constructed of a number of tiles that must be destroyed by using lode Runner's supply of lasers, bomps, drill bits

lasers, bombs, drill bits and Brunswicks.

By eliminating the correct tiles,

 Publisher/Developer
 Players/Genre
 % Done
 Release

 TBD
 1
 70
 2nd Otr.

 Big Bang
 Puzzle
 70
 1999

 Web Address: N/A



This isn't your daddy's Lode Runner. This classic game from the past has undergone some serious plastic surgery.

you'll not only be able to carve a path for yourself, but you'll also be able to trap and kill those red-robed monks (that's Mr. Lode Runner to you.l).

The game itself is broken down into five different worlds, with each world being divided into multiple stages, with each stage then having at least four levels. Gaspl In each level, you need to make your way through a puzzle-type path. Once you've collected enough gold, a portal opens up that leads to the next leve. While you're at it, you'll need to find Nav-cards that will allow you access to other worlds. The final objective is to meet and defeat the Boss that controls the five worlds. Once that is completed, then you will finally be able to return to Earth.

Profession Services S

Virtual Pool 64



Those of you out there who fancy yourself a hustler should get ready for Virtual Pool 64 from Crave Intertainment, developed by Celeris. This 30 pool sim features several different modes of play which allow you to play a quick game against the computer or a friend, against a series of computer opponents in a tourney setting or try your skill (or luck in some cases) at trick shots. There is also a Practice Mode so you can fine-tune your skills and get used to the sweet (but different) analog control.

In most of the play modes, there are nine types of pool to stroke your cue to, including 8 Ball, 9 Ball, Bank Pool and Rotation, among others. In addition, American bar, English pub



The worst problem in a pool game is if the balls don't react realistically when hit. This isn't the case in Virtual Pool 64.

or APA rules can be selected so each of the modes can have a different style of p.ay (or so Johnny England can feel at home).

The physics in the version we previewed is quite accurate, realistically representing what pool truly feels like. The analog control adds to this realism: When you pull back on the analog stick and then push it forward, you hit the cue like you would in real pool. And since it's analog, you can nit it as hard or soft as you like. Virtua. Pool 64 also supports the Controller Pak and the Rumble Pak. ■







"A fully-loaded fighter ... a new kind of fighting game" -Nintendo Power

"Very unique fighter...the originality shines" -EGM Players Guide

"Innovative gameplay and variety" -ign64.com



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Rumble Pak & Controller Pak compatible









NINTENDO 64

Publisher/Developer Players/Genre % Done Refease Titus **November** 60 Titus Action 1998

Web Address: www.titusgames.com

Superman 64

The Man Of Steel Is **Pumped And** Ready!

t seems only natural that Superman would come out for the N64. After all, he is the most recognized comic character in the world. Titus holds the esteemed license and plans to release their "man of steel" to the legions of Superman fans quite soon.

The story goes like this: Lex Luther and fellow villains - Brainiac, Parasite and Metallo plot to control Metropolis by enveloping the city in a Kryptonite fog. Superman must put an end to the scheme, as well as rescue Lois Lane, who has been kidnapped by Luther earlier in the scenario.

To aid in his missions of good, Superman has the apility to fly, walk and run really fast. He also packs some mean attacks including: Heat vision, Super Breath (yow) and a wicked right hook. In addition, Superman's super strength comes in real handy. Many everyday objects such as cars, trains, street lamps, etc. become weapons via the ol' over-the-head toss-a classic Superman maneuver.

Check out that X-ray vision in action. Of course Superman would never use that talent anywhere near the ladies room.



One of the more interesting portions of the game puts you in the path of a speeding train-ka pow!

Sixteen mission-based levels must be cleared of villains before the next lever can be entered. Clearing a level involves a lot of searching and plain o. fighting. Superman's X-ray vision is most useful in this portion of the game. Looking through walls to locate enemies is a nice option. If only every game offered this handy feature.

Having played an early version of the game, it looks like Superman could be an interesting play. There are some issues with control but we're confident the developers can iron it all out in time for the game's release. Here's to the man of stee. making his debut on the N64 cheers.



Printisker/Banda	mayors/seare	A THE PARTY	Release
Titus	1:4	En.	January
Titus.	Racing	0.0	1999

Roadster '99

As Titus prepares to launch another racing game. we harken back to how we felt about their first— Automobili Lamborghini. The game was a definite sleeper. If didn't impress at first but it eventually



As the heir apparent to Automobili Lamborghini, Roadster '99 has the gift of good lineage as well as a nice concept to work with.

hooked us with its engaging racing gameplay. On the other hand, Roadster '99 looks much better right out of the gate. Sharper detail and vibrant colors really make the cars and backgrounds pop. The vehicles look very close to what they're modeled after-Porsche, Lamborghini, etc., only Titus doesn't have the license to those cars so they're not too similar. Eight tracks featuring mountain, desert and canyon excursions challenge players to place in

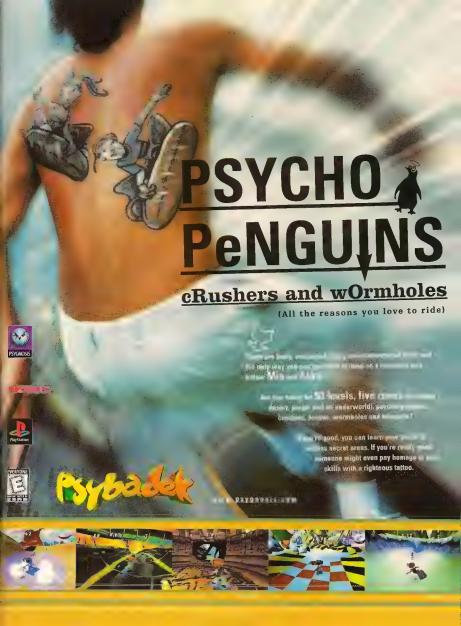
the top three. The challenge comes from trying to pass on the narrow lanes that permeate the courses. At this stage of the game's development it's quite difficult, but we expect it will get easier before release

Look for other interesting options such as userdefined steering and certain graphical nuances like skid marks, smoke and plumes of snow in the mountain terrain. If successful, Roadster '99 could have its place among the new generation of good N64 racing games.





Of course the obligatory snow track has to be in the game. Like anyone would race these high-dollar cars in the snow.



MINTENDO 64

South Park

Control various characters from South Park in this 3D first-person shooter from Iguana and Acclaim due out early next year. Besides using the 4MB RAM Pak, allowing for incredible graphics which makes the game look better than the show, it will have a load of weapons, including one weapon that launches a cow, which lands ass-first on top of someone's head and slowly slides down until it engulfs him or her entirely! Sweet!











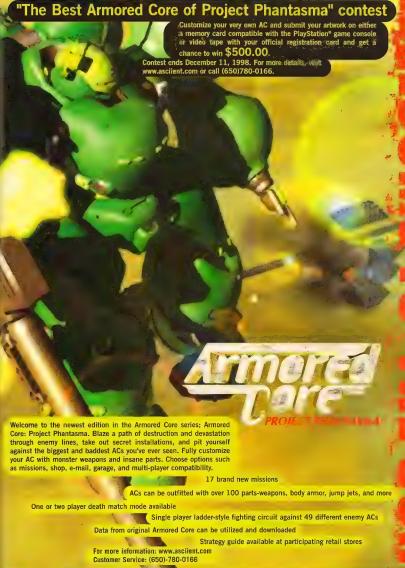


















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The New King of Auto Combat

"Vigilante 8 is an immediate classic... the best game of its type on PlayStation"

- Next Generation

SCHOOL BUS

"The New King of Car-nage"

The Official PlayStation Magazine

"Everything about this game demolishes the competition.".











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- * Two-Player Split-Screen Auto Combat
- Behind-the-Wheel or Behind-the-Car Views

Coming Soon for Wintendo 64!

Topographic Control

main a last area a chief

and the control of th

TENDO 64

Rogue Squadron

Here's a taste of what to expect graphically from LucasArts' upcoming title. With the 4MB Expansion, Rogue Squadron is looking simply incredible. Let's hope it plays as good as it looks. For a load of info on the inner-workings of Rogue Squadron, check in issue #112 of EGM-you know, the one with the cool-looking X-Wing on the cover.

































YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com

8

Virtual Pool 64™ puts incredible touch and precision in your hands. White unsurpassed ultra-real physics, you'll control e power behind every break, tap and brick shore



Master mind-blowing trick shots that would rival any seasoned pool shark!



est of all with nine exciting types of poor, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64









WISIT WWW.CRAVEGAMES.COM

The Control of the Co

NINTENDO 64

Castlevania 64

Here are some new shots from Konami's 3D update of Castlevania, which should be out sometime in early 1999. This most recent build shows a variety of Bosses—some bigger than the screen—sweel-looking fire effects and more Castlevania-type beasts. In addition, the game's female character Carrie is playable and has projectile magic attacks.





Survivor: Day One

We've just received additional shots from Konami's graphically impressive Noah's Ark-esque action game, which is being developed internally stateside. In it, you control a man who's basically trying to find his other half—a human female. But that's the hard part. While on your way to wherever she is, you'll run into a variety of hostile aliens. Look for this one by the end of the year.







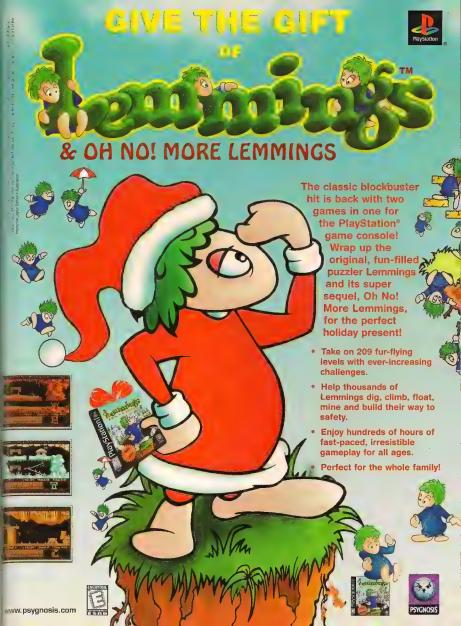




Quake II

Rumor has it id was unhappy with the way Midway handled the original. That's why Quake II Is coming to us late in 1998 from Activision and Raster Productions. Aaron Seeler, the project leader for the original Quake, is still on board though. The game may support the AMB Expansion Pak, but will definitely have an array of multiplayer modes.

















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in intense fighting action and 2 player split-screen racing and your teeth will be chattering long after you've left the slopes.







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Game Directory

- Asteroids R4: Ridge R40
- Guilty Go Quake II
 - Akuji the Hee Monkey Hero
- Cons. Warro

 Rust-A-Move

 NEA Live Win

 Uprising A

 Snabon Filter

Previews

Twisted Metal 3

What's In A Name? o you want to know if I wisted Metal 3 is a good game? How it compares to Rogue Trip and Vigilante 8? Well, we're afraid yo.Jil have to wait for the answers to those questions in corning months. We can tell you the game is progressing nicely and has that old Misted Metal feel even though it's being developed internally at 395 Studios instead of SingleTrac, the

original team behind Twisted Metal and TM 2. Today, we will explore the question: What's in a name?

It looks as if some of the members of the original

cast are returning with a new art style. They include Thumper, Roadkill, Mr. Grimm, Hammerhead, Axel Warthog and the ever-popular Sweet Tooth. New to the series are Clubkid, Firestarter, Auger and Flower Power. In addition, the Bosses Dark Tooth and Minion are returning. Expect another Boss and other hidden cars as well—possibly a semitruck called Dark Side. All of the cars have a new physics model attached to them, which 989 says is more realistic than previous versions of Twisted Metal. ...well, as realistic tas Twisted Metal can be anyway. Now, when you take corners fast, jump over ramps while Lurning or drive over certain surfaces (like water, sand or ice), your vehicle wil. Facet accordingly.

In addition, all of the car's have their own weapons and special attacks. Like the previous games, each car has a standard machine gun. Special attacks (or combos as they'e often called) are performed with up, down, left, right-type D-pad movements and a button. Other weapons can be obtained by driving over a particular icon. Does this

Publisher/Developer		% Done	Release	
989 989	1-4 Action	80	November 1998	
Wat Address www	layetation com			



With all of the games featuring an Area 51 level, you'd think the feds would tighten security at the facility.

sound really familiar? Good—it should.

With these various offensive techniques you can blow away your enemies with style. Freeze them, then

blow away your enemies with style. Freeze them, then lay into them with your car's unique special attack, or turn invisible and camp out for a couple of seconds unloading a few rockets toward your enemy. Of course, a Twisted Metal game would not be complete without the obligatory interactive environments. For example, in Area 51 (how...um, original) you can trigger four switches inside of an arena After doing so, a flying saucer that's suspended in the middle falls to the ground, opening up a new area with fresh power-ups. Other locales to devastate include London







Auger	Axel	Clubkid	Firestarter	Flower Power	Granny	Mr. Grimm
		1		100 B	d Paris	À



















Dark stages make for bright lighting effects. Each vehicle has standard weapons and flashy special ones.

Duke it out on rolling dunes and in the great pyramids of Egypt. As you'd expect, there are lots of secrets in the levels.

(sorry Johnny England), Egypt, a post-apocalyptic Los Angeles, Washington, D.C. and Tokyo. Other levels aren't so normal: the North Pole, high above the Earth in a plimp and...Hollywood, the weirdest place of them all. All of the levels have loads of ramps, hills, ledges, holes, secret areas and straight-aways-all of which make for some heavy-duty car-blowing-up high jinks. Well, the holes may not be too fun if you fall to your death-that would just plain suck.

Graphically Twisted Metal 3 has a number of special effects, best seen when explosions occur and special weapons are fired. Something noticeable over older

Twisted Metals are the environment graphics. Levels look better than they used to, although the design of them in this early build was a bit chunky. St II, the game's using some nice-looking texture maps on both the machines and the environmental objects. The cars a so show various degrees of damage when hit. But when there are dozens of explosions going on around you, who has time to notice?! All of this action goes on at a brisk 30 fps, although in this build it slowed at times, 989 Studios assures us the game will remain at a constant 30 fps (in addition to an even more solid physics model) once further tweaking and playtesting takes place.

Various multiplayer modes will be implemented, including a Four-player Link Mode (for those of you who actually own one...and two TVs, two PrayStations and two copies of the game). Of course, a Iwo-player Mode will be readily available for us normal fo.k. Another piece of good news from 989 Studios is the implementation of multiplayer-specific levels, per suggestions made by fans of the other two Twisted Metal games

Lastly, look forward to a rocking-good soundtrack by Rob Zombie, the former Zombie King of the hardas-nails metal band White Zombie. When you hear it you'll agree there's some-

thing about blowing up cars that goes wen with Rob Zombie's music.

The Name Game

Remember, TM3 is no longer being developed by SingleTrac, the company behind Twisted Metal and Twisted Metal 2. Twisted Metal 3 is being done internally at 989 Studios, the same company behind such titles as Running Wild, Cool Boarders 3. NFL GameDay 99, NHL Face Off 99 and a number of others. SingleTrac's "Twisted Metal" game is called Roque Trip and is available at stores now.





No TM game would be complete without



Knock out the switches and open up a secret place within the Area 51 level.



Like Twisted Metal 2, levels in TM3 take you around the world...except this time the cities are 989 style.



Publisher/Developer Players/Genre % Done Release
Eides 1 80 November
Core Design Adventure

Web Address: www.eidosinteractive.com

Tomb Raider 3

Lara, Some Triangles, Quad Bikes, New Ears And A Multiple-Choice Question

Surprise! Aliens

Want to know the story? OK. Meteorite crashes into Earth millions of years ago, result of which is the formation of life on Earth, Polynesian explorers and Charles Darwin subsequently get involved, and ultimately there's a power struggle for control of this object of considerable power. Cut to modern day, and people are still chasing after it...and experiments at Area 51 figure in too-so there's bound to be some alien interest in there.

ith the barely contained excitement inspired by the likes of Zelda and Metal Gear Solid this holiday season, it's easy to forget that there are a number of other big games ready for release too. Most promising in the Christmas rush is young Lara Croft and her third adventure. A notable chart topper every year since the PlayStation was launched, 't would be safe to assume that Tomb Raider 3 stands a pretty good chance of being up there at the top for just as long as Solid Snake and his cigarettesmoking, box hiding antics,

As we've mentioned before, you'd be forgiven for initially feeling that things were getting out of hand with this particular

franchise. After al., all the Tomb Raiders are starting to .ook the same, right? Well, in this case—no. While the format is the same...the camera tagging along behind Lara's butt—the execution of both the graphics and the level structure is completely new.

First the graphics. As we reported in our exclusive feature back in Issue #109, the engine in Tomb 3 has been completely overhauled. Now making use of particle effects for smoke, flames and wispy bits of mist along with some fancy-schmancy colored lighting, the game looks better than ever. It doesn't end there however, the thing also runs in a higher resolution than before, lending it a sharper, more defined look. Most importantly though, the new team at Core revised the polygon engine to construct everything out of triangles. Now this may not sound like much, but what it means is that much more organic and natural-looking shapes can be made in the environments. Take a look at the screensnots and you'll notice a curvier, somewhat more believable look to the environments.

On the structure front, the new Tomb isn't the linear affair it was before. While the action begins in a single

location (India), once this
is completed you can
choose your path through
the game. There are 15



The texture quality is much higher this time, and the triangle engine makes things look more realistic.



Yeah, OK Lara, there really isn't any need to show off, OK? Stop it with the gun thing, eh?

levels in all, broken down into five distinct areas. Having completed India, and learned the clues revealed there, you can choose the order you wish to take London. Area 51 in Nevada and the South Pacific



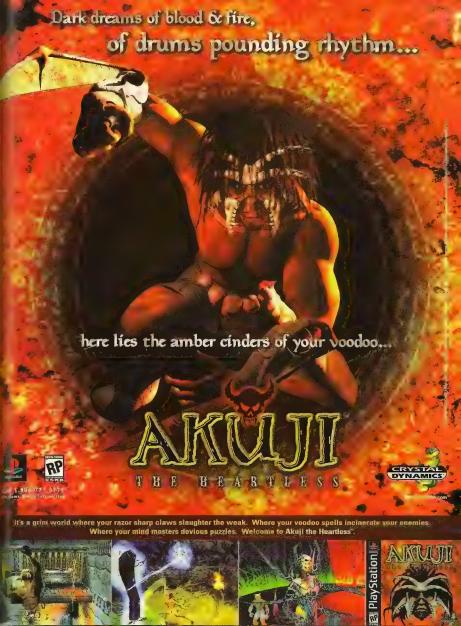
Um...Lara, shouldn't you be going the other way?



The London rooftops offer some of the most notably different environments in the game.



Don't shoot me! What did I do?



DON'T BOTHER LISTENING FOR FOOTSTEPS
OR ENGINES IN THE DISTANCE, OR
SIRENS THAT WILL NEVER SOUND,
IN THIS WORLD, THE MOST
WARNING YOU'LL
EVER GET IS THE
QUICKENING BEAT
OF YOUR
OWN FEAR







TOMB RAIDER III



ŅIŅJA



AKUJI THE HEARTLESS



TEGACY OF KAIN: SOUL REAVER

YOU'VE BEEN WARNED WARNED



New levels feature more day-to-day environments rather than just the great outdoors.

Tomb Raider 3 cont.

Islands, before finishing up in Antarctica for the final showdown. The order in which you take the central meat of the game will affect the challenge you face in

later levels, as each area provides different items and weapons that can be taken on to later stages.

The guts of the gameplay is still your classic Tomb Aarder stuff. But, as you'd expect, things have been tweaked and gently fondled to provide a more rewarding experience. The levels are bigger and more "explorer-friendly" than Tomb 2, and while there are more weapons available (and a cool Dual Shock aiming system that utilizes both sticks) the game is much less of a combat-fest than Tomb 2.

The vehic.es are back too...this time you'll see Lara straddling quad-bikes, underwater James Boond-type propulsion thingles, snowact bikes and in the South Pacific she'il even go whitewater rafting (and the graphics are sweet here...lots of particle engine-driven water effects).

Whether Lara will remain the PlayStation's "number one for Christmas" game girl remains to be seen, but believe us when we say Tomb 3 really us a dramatic improvement over its predecessors.



Look...that'll be a new move. She couldn't do that before.







An effective demonstration of the new lighting engine if ever there was one. The flames cast a realistic glow.

Behind the Screens



The new triangle engine means that interiors can be far more detailed. This has lead to some elaborate levels.



The London skyline is beautifully pieced together with the help of the new engine. When lit, it's spectacular.

Come on in stay awhile... Mind if I cut your land of I cut your land of I cut your land of I cut with the cut

one of the most strangely addictive and unique games.

PlayStation has ever seen...offers a top-notch
combination of action and strategy"

"Exciting... Impressive 3D architecture, lighting effects, and character movement..." GamePro

"Immersive... The most addictive PlayState on game of 1998!" -Tips & Tricks

"A great game that's a blast to play and comes highly recommended." -Videogames.com

one of the most innovative entries in Playstation's enventure category."

—Imagine Games Network

The Award-Winning Sequel to the Award-Winning Tecmo's Deception

rough the brutal use of brainwashing, the blue skinned Timenoids had or centuries ruthlessly dominated their inferior human counterparts, these immortal creatures were ingenious in their plans to create a new orld disorder, cunningly crafting armies of unwary human drones to affitrate and wage war against the one race that possessed the power of their reign of terror—the human. Their plan backfired, though, then a young woman named Millennia, brainwashed but not brain-dead arrived on the scene. This is her story. This is your challenge.















The first control of the first



Publisher/Developer Players/Genre % Done Release
Activision 1-2
Syrox Shooter 60 3rd Qtr.
1998

Asteroids

With 3D Graphics And A Lot More

Behind the

Screens

Asteroids in Asteroids

As you might have guessed,

this enhanced 3D version of

hidden somewhere in it. It'll

secret. After playing the old

probably open up after beating

Asteroids has the original

the game, or finding some

one again, we found the

enhancements in the new

Asteroids to be quite fun.

t looks as if we're finally going to get an update of a classic arcade game that does its predecessor justice. Asteroids, developed by Syrox Development for

Activision, fees exactly the same as the old game except with new graphics and other innovative gameplay additions. First, the graphics are the feature most improved upon...thankfully, since vectors just don't cut it these days. Backgrounds are vibrant and filled with moving elements.

and asteroids are actual polygons instead of chunky vectors. In fact, now all of the graphics in the game are completely polygonal, with texture-maps and the whole nine. In addition.

explosions, special weapons and renvironmental nazards are huge and feature fancy lignting and/or particle effects. On the gamenlay side, new elements such as powerbus, "mission objectives" and Bosses howebeen added. Some power-ups are standard, such as lasers and bigger thrusters, whereas others are much more powerful and have the graphic effects to go with them. There are different types of asteroids to blow up, too—

some of which react differently if not destroyed in a timely fashion or if you're too close to them—and several different types of ships to contro..

Nice-looking rendered cinemas break up the action and give a gimpse of what's to come in the next zone. Also before each of the zones, a mission briefing rells you what needs to be done to warp to the next level, and what to look out for while clearing asteroids, debris and little spermy alten things. Keep in mind, whatever objectives may

be presented, they basically consist of avoiding something and



Web Address: www.activision.com

I've got a bad feeling about this...er, wait. This is Asteroids not The Empire Strikes Back, right? Ohhh, for crying out loud...now I'm confused.

then plowing that same something to kingdom come.
Also look for a Two-player Mode where players
compete for points, and a variety of bonus levels
which have not yet been implemented.



Didn't we just see a bunch of movies on the big screen and a horrible made-for-TV version on TBS about this?





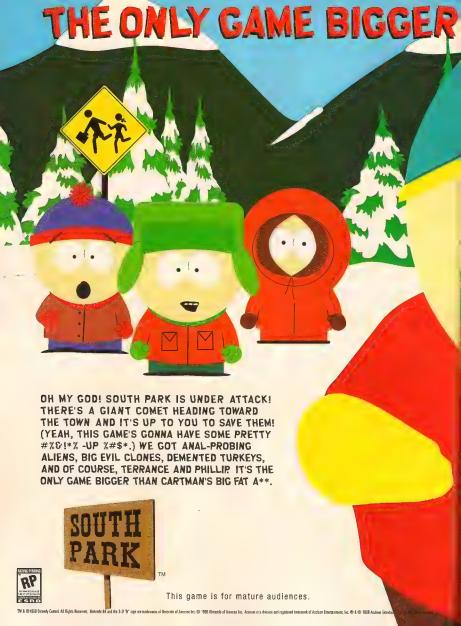
At this point, the proper thing to say would be "I need a clean pair of undies."



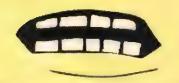
Some zones present dangers themselves like the Black Hole in this one above.







THAN CARTMAN'S BIG FAT A**!





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HOWDY-HO you way through











Publisher/Developer	Players/Genre % Done		Release	
Nacmo	1-4	60	1st Qtr.	
Namco	Racing		1999	

Web Address: www.namco.com

R4: Ridge Racer Type 4

Something To Finally Kick Gran Turismo's fter reigning supreme as "king of racers" on the PlayStation for nearly three years, the Ridge Racer series was finally toppled earlier this year by Gran Turismo. It was bound to happen someday—but Namco isn't happy to sit back and see SCEE sit at the top of the heap for long. This December will see the

of the heap for long. This December will see the Japanese release of P4 and a redressing of the balance. Whereas GT leans very strongly toward the "simulation" end of things, the Ridge Racers have always been about high-speed action rather than technical accuracy. Ra will be no different, but will just the very limits of the PlayStation in terms of graphical presentation. Rumored to be Namco's ast game for Sony's box (because the system can't be pushed any hardel), you can see from the screenshots that they convey an almost disturbing level of realism.

R4 will see eight completely different courses and 300 different cars (none of which are licensed, although they look suspiciously realistic)—although

ey look suspiciously realistic)—althoug much of this lies in configuration of certain models along with their paint iobs.

Aside from the presentation, the other big changes are the Multiplayer Modes (supporting both two-player split screen and four-player link-up/split-screen action) and the new Grand Prix Mode, described by Namco representatives as being "RPG-like" in its complexity. Take on the role of driver, team manager and coffee boy as you tackle the politics of running a team between races. We have yet to see this in action, but hopefully we'll be able to bring you more information when we get our hands on a copy of the game next month.



The new graphics engine allows for some incredibly realistic lighting effects.















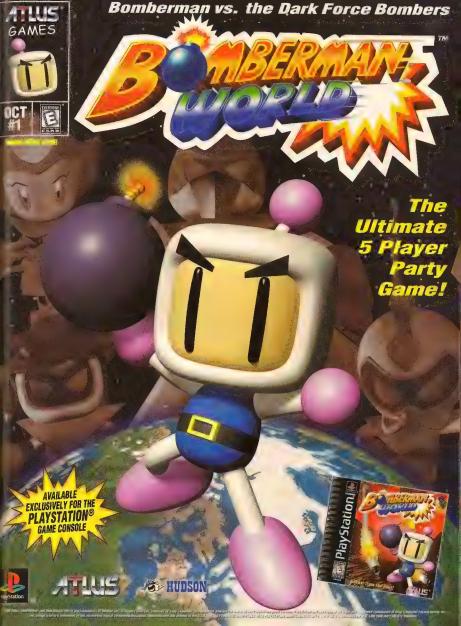
Two-player split-screen and four-player link-up play is supported this time.

About time too!

Check out the buildings...you wouldn't believe this was a PlayStation game if you didn't know better.



Check out some of the backdrops. The lighting is extremely effective.



 Publisher/Developer
 Players/Genre
 % Done
 Release

 Atlus
 1-2 arc Systems
 100 righting
 November 1998

Web Address: www.atlus.com

Guilty Gear

Dirty Fighting Fun With None Of The Guilt

My 2 Cents

I've been tracking this game since it first reared its head at the Tokyo Game Show a year and a half ago. It showed promise then and it totally delivers now. I'm still dissecting the Intricacies of the fighting engine (read It in my review), but I'm impressed so far. The biggest surprise though is the sheer amount of stuff that flashes on the screen. This is the sort of action that was missing from the neutered PlayStation Marvel fighting games from Capcom. The music is very good to boot. It'll be quite a showdown.

~Sushl X

Flame on! It's common knowledge that swinging a metal blade really fast produces a blazing inferno. hen it comes to a plighters, the playStation has always had a bad reputation. Limited RAM and a processor that was not specifically designed for sprites have been named as suspects since the system was released. Luckly for fighting fans, Arc Systems was unfazed by all this and unleashed Guilty Gear.

Choose from 10 characters ranging from a diminutive old man to a giant warrior who can easily give the incredible Hulk a run for his money. In addition to the regular cast, there are hidden characters who will be selectable. Alt. the characters fight with some sort of weapon except for the giant guy who just uses his rather large fists. Speaking of fists, you'll be able to feet the full impact of those crushing blows courtesy of

dual-shock compatibility. Of course the big draw of Guilty Gears is the graphics and animation. The style is reminiscent of the Street Fighter Alpha series with vibrant colors in both the characters and the backgrounds. The look of the GG characters is still noticeably different due to the lack of pronounced black outlines which results in a rougher, almost blurry edge. There's nothing wrong with if, but it's definitely a style you'll either

The special moves are very eye-catching and often result in bright lighting streaks or some form of pyrolecinics. Even some of the regular attacks produce great visuals like after-streaks and gushing blood. With all these things happening on screen, it's easy to get lost in the frenetic pace of the fights. It's also amazing that the characters can animate well since the effects usually suck up valuab. ememory. The fighting engine fully supports wild combos that enhance the colorfue effects that result. Can this scrappy newcomer take the crown as the best 2D fighter on the PlayStation? Sush and the crow will decide.



more than two!

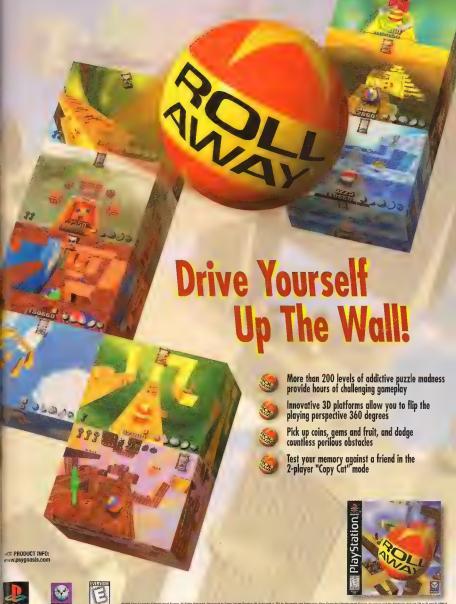
Hargh!







122









Publisher/Developer Players/Genre

Activision

Hammerhead

1-4 First-Person Shooter

Release January 1999

% Done

Web Address: www.activision.com Quake II

No One Thought It

Could Be Done...

long time ago Quake was supposed to come to the PlayStation but never appeared. Why? id Software (the creators of Quake on the PC) couldn't find a developer to make a playable demo that met their high standards, It's no surprise really, considering how intense Quake's graphics are with all of those

fancy polygons and effects. Yeah, the PlayStation is a powerful machine but it's not that powerful-is it? Apparently it is, considering Quake II is on its way to the PlayStation from Activision and Hammerhead (with approval from id).

So what's the focus of all of these companies working together to make one product? Marty Stratton, producer for Quake II at Activision, puts it best: "Quake II [on the PC] has a great feel, a great flow, and that's really based on the design talents of id. So what we are doing with Quake II is taking the existing levels...and keeping a similar flow but making them very playable on the PlayStation." Hammerhead, most recently known for Shadow Master, is the only team that successfully created a demo of Quake II for the PlayStation one that also impressed John Carmack, head dude over at id. Most everybody involved with the project prior to Hammerhead's submission thought any Quake game on the PlayStation would be extremely difficult-if not impossible.

From what we've seen so far, Hammerhead is doing Quake It incredible justice - with a speedy 30 fps frame-rate, 512x240 resolution, great-looking levels, incredible mobile-lighting effects (which means when you shoot a bright weapon down a dark hallway, the walls, floor and ceiling light up as the shot

travels down the hallway), a good number of polygons and most importantly a two- to four-player splitscreen Deathmatch Mode (yes!). In fact, the only thing lacking in the revision of the game Activision recently showed are enemies. They are in there mind you, and there will be more implemented as development progresses, but in this EARLY revision there weren't many bad guys around

The finished version of Quake II will have 20-30 levels and around six

deathmatch arenas, In addition, the game will have all of the enemies and 10 weapons from the



What's this-Quake II on the PlayStation? It's a reality thanks to Activision. Hammerhead and the gurus at id.

PC version (or maybe new weapons if they decide to change them). What's different in the PlayStation version? Since the PS has memory limitations when compared to a PC, some levels may have to be smaller or split into two medium-sized areas in order to fit them into RAM. Also, there should be unique four-player deathmatch maps for the PS version, possibly a new monster or two (maybe a Boss or sub-Bosses) and Dual Snock support. Although it's not set in stone, the Dual Shock will allow for a "mouse look" control scheme where one analog knob controls where you're aiming while the other controls where you're moving (similar to GoldenEye and some PC first-person shooters)

One interesting feature Hammerhead will add if it doesn't adversely affect gameplay or the frame-rate

are bots. In case you're not familiar with what bots are, they essentially allow you to get into some multiplayer action without your sweaty friends being around, Hammerhead is still not sure of how many players, bots and/or enemies can be on the screen at once without the frame-rate suffering

For more info on Quake II, take a look in the November issue of The Official U.S. PlayStation Magazine-with Lara Croft on the cover-for an indepth feature on the game with a whole lot of info.

The percent-chance people thought Quake II had in actually coming to the PlayStation due to its intense graphics on the PC side of things.





"Uh, look guys...I wouldn't call myself an intruder per say. Think of me more as a permissionally challenged visitor."



The spectacular lighting effects in Quake II will have you mesmerized as enemies empty clips into your gut.



Quake II on the PlayStation may feature capture the flag and every-man-for-himself Multiplayer Modes.

Expect The Simpossible

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the missions for the second section adventure! Experience he measure of an order parameter and the second section is the second section.

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Publisher/Developer Players/Genre % Done Release
Eidos i 75 December
Crystal Dynamics Action 75 1998

Web Address: www.crystald.com

Akuji the Heartless

Do You Do Voodoo? No, I Don't Do Voodoo. But I Do Do Ludo

My 2 Cents

I don't know about you, but I'm getting a bit sick of these runny-jumpy-hitty 3D "action" games. I think that most developers have pretty much hit the ceiling on what is possible to do with the PlayStation as far as technology goes. From now on, it's the content and the ideas that are going to make even more of a difference. While Akuji is hardly innovative terms of gameplay, at least it makes a bold step with its content and tackles some darker and more "adult" themes than vour usual Crash/ Gex/Tomb Raider

~John Davison

wanna-be.

kuji the Heartless, as you're no doubt aware, is being developed by Crystal Dynam.cs the very same chaps who brought us Gex n his varied guises Gex = D action game, Akuji = 3D action game. Akuji = 3D action game. Dut it does use the same graphics? Well, um, no (thank God) — but it does use the same graphics yellow.

Fortunately the team at Crystal has completely overhauled the engine from Gex: Enter the Gecko so much so that you'd be pretty hard-pushed to tell. It's not quite the complete hot-rod job that the forthcoming legacy of Kain. Sou! Reaver is, but it is noticeably improved. Akuji's levels are filled with atmospheric lighting, moody effects, dark and forebooting

crevices, and spooky bits—certainly not the kind of ambience that damn wise-ass gecko ever managed to generate. Acuji's characters and environments are also far more solid-looking with some detailed textures creeping up throughout. Underneath it all, it's still a run-around, jum-on-things and (in this case) nack-them into-tiny-little-pieces-before-stomping-on-them job, but it does have a style of its own.

What sets Akuji apart from the deluge of similarly styled games set to hit the shelves this November is the subject matter. Something that a lot of games due for release this winter will suffer from is simple overkill. There are so many character-based 3D games Ricking around that it's reached the point where as soon as 3 game is released, it's forgotten about. To try to ensure that doesn't happen here, Crystal has eschewed the usual cute, fluffy bunny approach to 3D action tritles and has gone for a somewhat more, shall we say, "aggressive" tone.

Take the story for example. Akuji is about to get manded to a girl from another tribe — their union will ensure a lasting peace in the land of Mamora. For an unexplained reason, Akuji's brother doesn't like the sound of this so he sets about killing everyone at the wedding in the messiest way possible (the intro shows the afternath of the massacre with blood and shows the afternath of the massacre with blood and

goo everywhere) before ripping Akuji's heart out in a voodoo ceremony (the "heartless"—geddit?) Nasty huh? Akuji is then banished to hell

G



The Gex engine has been changed to accommodate the darker, more malevolent look to the game.

which looks uncannily like a 32-Bit 3D action game - where he must nook up with the souls of his ancestors, and I dunno, chug some beer with them or something. Oh no, he's got to use their power to break the barriers between hell and Mamora.

The gameplay itself is pretty much what you'd expect. 3D environments, big spooky monsters, powerups, simple "puzzles" (pull this lever, hit that switch) and lots of voodoo-inspired violence and magic. It may not score many points for originality, but at least it carries it off with a certain amount of style.

Factoid

Practitioners of voodoo believe that nothing in the world truly has a life of its own and that the universe is all one entity in which all things are connected. The term "voodoo" is derived from the French "vous deux," which translated means "you two," or, as often interpreted "you two," or, as often interpreted "you two," or,



A-a-a-a-choo! Akuji learns that sneezing with a nosebleed can get a bit messy.

NOW AVAILABLE FOR YOUR















Players/Genre	% Done	Release
1	75	January
Adventure/RPG	13	1999
	1	1 75

Web Address: www.take2games.com

Monkey Hero

No More Monkey Business!

My 2 Cents

This game has a lot of character (no pun intended), and could appeal to a wide range of gamers. The thing that this game really needs is analog control. The regular D-pad just feels too siuggish. Speeding up the gameplay wouldn't hurt either, but analog compatibility is really the key here.

-James Mielke

oosely based on the Chinese legend of the Monkey Hero, Take 2 Interactive's game of the same name places you in the role of the

primate protagonist and thrusts you head-first into an overhead action game of mythical

Taking place over the course of three different worlds (the Dream World, the Waking World and the Nightmare World), you must take the Monkey Hero on a journey to the Nightmare World, where the creatures of the night are using children's dreams as a conduit to the Dream World, Born of the Five Elemental Spirits, the Monkey Hero was raised on the Waking World by a wise old Sage who tutored him as his student. Armed with the knowledge of Magic and Battle, the hero went off to defeat the invaders of the Dream World.

Playing in a manner similar to the original Zelda, Monkey Hero can be vaguely described as an action-RPG. While the RPG elements are stripped to the barest essentials, the action and exploration aspects can't be discounted. This game is all about roaming the huge dungeons, caves and forests. During his travels, the Monkey Hero must find keys to open treasure chests, keys to open doors that lead to rooms treasure chests, keys to open doors that lead to rooms

that hold chests that hold keys to other doors, and so on and so forth. Occasionally you'll throw a switch that will lead you to other keys, but you get the idea. What might not be so obvous is the plethora of hidden items in the game that must be uncovered through clever ways. For example, at some points in the game it is too dark to see and Monkey must locate and capture some fireflies in order to navigate the darkness. Another situation is where he must light a cande that

he can use to burn a bush that hides a cave. Other, more complicated puzzle elements such as stacking



This is the Monkey Hero. Why is he called that? Well, he's a monkey, and, apparently, a hero too.

blocks to get to out-of-reach places are found in the

Scattered throughout the various places you'll explore are numerous enemies. Defeating these creatures can be accomplished in many ways, like pushing a bookshelf over onto an enemy, or simply whacking it with your bamboo stick a few times.

The graphics are a sharp blend of 2D sprites for characters and fully polygonal 3D backgrounds. Although the game seems a bit dark, the levels are unique, look good and are light-sourced too, giving the game an almost Klonoa-level of quality. The game's speed needs work at this point, and the implementation of analog control would help Monkey Hero's overall feel. The D-pad is OK, but they really need to give this guy the quicker-picker-upper—Dual-Shock compatibility. If developer Blamt' can iron out the few issues present, they might have a sleeper hit on their hands The character is great and the premise, while a bit worn, provides enough of a vehicle that even skeptics wort mind. Look for Monkey Hero somettime in January.





There are a number of simple puzzles to solve in Monkey Hero. Usually they involve pulling a switch.

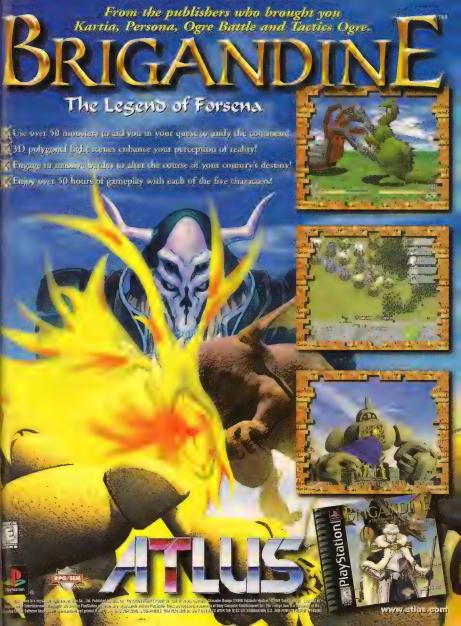


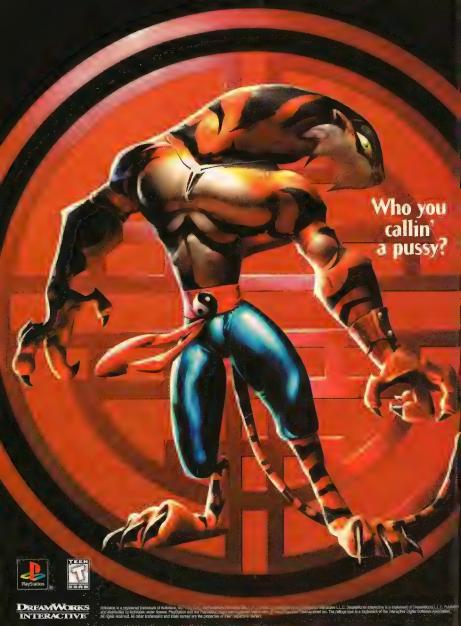
This is what happens when you drink too much Kool-Aid. Strange floaty-balls start hovering around your face.



This librarian will freely give you advice as to what you need to do next. That, after all, is what librarians are for.







ACTIVISION



AUTHENTIC KUNG-EU ACTION



LEGENDARY ANIMAL CLAN BATTLES



BEAUTIFULLY ANIMATED ADVENTURE

Strut your bad self through 20 intense levels of sweeping rivers and dense bamboo forests on your quest to defeat the Dragon Master.



Take on lethal animal enemies inspired by Chinese legend, including muscle bound snakes and ferocious wild boar.



Send them flyin' with over 100 character moves and authentic Kung Fu attacks like the Leopard Pounce and the Monkey Roll.



Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor sharp teeth.

Tai-Fu-putting the "F-U" in Kung-Fu.

Wrath of the Tiger

That's Chinese For Kick Ass.

oww.activisionecom

Publisher/Developer Players/Genre % Done Release
Midway 1 Action 45 1st Qtr.
Radical/Candfelight Action 1999

Jackie Chan's Stuntmaster

The Charlie Chan Of Chop-Socky Hits Home

My 2 Cents

It's about time that Jackie Chan had his own videogame on a next-generation system, and what better platform than the PlayStation? After all, he's the epitome of the term "living legend," and conveniently enough, an action hero. Although it's a little cartoonier than one would expect, it nevertheless captures the spirit of a Jackie Chan movie. and looks like it will appeal to many of the man's fans.

-James Mielke



hop! Ka-pow!! Krrakk!!! Hiyaaaa!!!! Those are the sounds usua.!y associated with a man by the name of lackie

Chan, Yes, THAT Jackie Chan, the Drunken Monkey, the Charlie Chan of chop, the sultan of slam. The martial-arts madman who does all his own stunts has been the obvious choice for a videogame for some time row and thanks to Radical Entertainment, your favorite wise-cracking kung ful fighter will be heading nome to your PlayStation just in time for the holiday season.

It seems as if someone has stolen the reels to your latest blockbuster, appropriately titled "Stuntmaster," and it's up to Jackbe hinself to retrieve them from the thugs and hoodlums who would try to stop him. However, it's not just as easy as that. Apparently, during the ensuing chase, a substantial number of the reels have gone missing throughout the city, and these must be found as wel, or else lackles' fans won't be able to

that now, would we? Set in fully explorable 3D environments, such as Hong Kong-style cities and moving subway trains, Jackie nas plenty of places where ne must search for his missing film. Strangely enough, the reels can be found on top of crates, catwalks, store canopies and

check out his latest kung-fu-fest. We wouldn't want

his missing film. Strangely enough, the reels can be found on top of crates, catwalks, store canopies and just about any place you can trunk of. Also hidden (or not) in every dark nook and cranny are the endless supply of goons and troublemakers who'd like to grant Jackie an early retirement.

Fortunately for you, Jackie's no slouch in the fisticuffs department and can utilize a large number of attacks while disposing of these scumbags. As you'd expect, Jackie has high attacks plus low/medium attacks which are executed using only the Circle and Square buttons. The X button controls the jumping and the Triangle lets him pick up items. Fighting is remniscent of an old-school side-scroller like Fina Fight, although



Web Address: www.midway.com

This guy's just mad because Jackie laid out his pal. Nothing to fear, however, Jackie wins in the end.

everything moves in 3D. Other levels, like the subway challenge, test your reflexes in other ways, as you attempt to keep from getting creamed by oncoming obstacles as you ride on TOP of the subway train. Hopefully the rest of the game features a similar level of variety.

Graphically, the game is comprised of large 3D levels, where the intelligent camera system pans to an angle that's appropriate for the situation. Areas like the first "Chinatown" level look very authentic and lend a credibility to this lighthearted game. The characters, on the other hand, have a kind of Play-Doh appearance (Including Jackle, so don't expect a "Let from Tekken 3" level of detail here), but presumably this was to keep things moving smoothly and quickly, and it does. Nice lighting effects and easy pick up and-play action round out the package. Due in stores sometime this winter, fans of the man might want to seriously investigate this promising titue. This is, after all, Jackle Chan.







"Why, don't mind if I do!" says Jackie, as he takes a swig of "root beer" before going all "drunken-monkey" on this ninja.



Apparently, Jackie couldn't scrape up a token, so he jumped on top of the train! Duck, Jackie, duck!

Web Address: www.atlus.com

Brigandine

that there is no sonotrage of strategy games on the Play-Station. The latest contender of the work of

t's safe to say



Battle and Dragon Force, the game strives to incorporate the best elements of each of those tit.es. You can choose from five different characters who all have different motivations for uniting the land under their sole rule. Each nave endings and available side quests that add both new story unggets and exclusive



special items. You can upgrace the class of your soldiers as well as the monsters under your command.

The battle scenes are played out by 3D polygonal characters and monsters. The results are smoother animations and lighting effects that reflect off the combatants. Also, unlike other games, the size of the characters and monsters are proportional to each other. A Dragon will be substantially larger than a Knight and a Golem will be about nalf the size of a Hydra. Not all the graphics in the game are quite as polished as the ones in battle. For instance, one aspect of the strategy

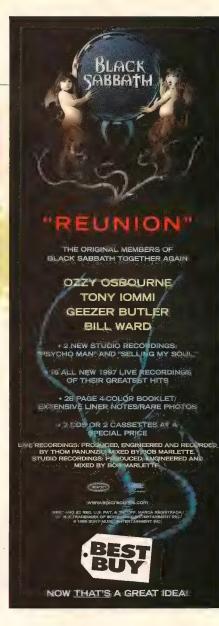
game genre Brigandine has not been able to get away from are the sprite-based battlefield map graphics.

In the end, the story and overall challenge will determine if Brigandine will be a worthy entry into this crowded field.





This Golem is going to have a really bad headache in the morning thanks to these monstrous bolts of lightning.



Publisher/Developer Players/Genre Release March 50 Universal Interactive Action 1999

Web Address: www.playstation.com

Xena: Warrior Princess

Look Out Lara. Here Comes Xena

Xena-tato

Proof that even Xena:

Warrior Princess enjoys

a vigorous and deadly

every now and again.

game of Decapitato

"DECAPITATO!!!"

hi e the debate on whether or not Tomb Raider's Lara Croft is a strong woman rages on. even in circles far beyond the videogame industry, it's clear that no one in his/her right mind would question the power of TV's Xena: Warrior Princess. And if a character's strength is any sort of measure of

a game's worth. Xena's about to give ol' Lara a run for her moneybecause she'll soon be joining her in the 3D action-adventure playing field in Universal Interactive's Xena: Warrior Princess (with the working title appendage "Horrungus Among Us") for the Sony PlayStation.

The story behind the title puts Xena and her long-time "companion" Gabrielle in the way of a devious plot concocted by

Xena's old nemeses Calisto and Ares, the god of war. The evil duo has raised a titan from infancy the three-headed monster Horrungus intending to control the incredible power it will have when it grows up, unleash it upon the world, and rule what's leftisn't that always the way? To test out the nearly fullgrown beast, Calisto and Ares have captured Gabrielle and intend to either force Xena to help them or make the creature destroy both Xena and Gabrielle, Along the way, Xena wanders to places like Sisyphus' fortress, Pinnac.es' temple, the home of the Amazon Birdwomen, and Hades Castle, and she faces such

enemies as ogres, evil druids, dragons and Hades' minions, before confronting Horrungus itself. And then Calisto and Ares will, of course, still be waiting in

Xena fans can expect the game to show more than just characters and places from the series, because Lucy Lawless (Xena) and Rene O'Conner (Gabrielle) voice their characters' parts and had their faces texture-mapped for the roles -although the animation is done by hand instead of through motion

capture Theme music and sound effects are used as well. The



Nothing can stand in the way of Xena: Warrior Princess when she's searching for her special friend Gabrielle. Now that's what we here at EGM call a strong woman.

gameplay is said to be like a more action-oriented version of Tomb Raider, with Xena acting out her adventures in a 3D world, followed by an intelligent camera that always puts her in the center of the screen. Her moves include punching, kicking, jump kicks, sword and staff fighting, and Chakram throwing (her metallic bladed "Frispee"), as well as the special Hong Kong action-movie moves seen in the series, such as nanging in the air to kick an opponent in the face repeatedly. Look for 100+ animations in the final version. More than 20 levels are currently planned for the game, requiring you to visit some of the scenarios more than once. Secret levels and characters are also present, found through means unknown at this point.

Gameplay will be similar to Activision's Tenchu. since some scenarios require more stealth-type movement rather than out-and-out fighting. For instance, in one level. Xena has to break into a fortress guarded by platoons of archers and swordsmen, if she marches in directly, she might find herself full of arrows. But if Xena sneaks up and ambushes the warriors one by one and then uses the Chakram to take out the archers at post in their towers, she should be able to get in unscathed.











Publisher/Developer Players/Genre % Done Release

Natsume 1-2 90 November 1998

Web Address: www.natsume.com

Bust-A-Move 4

an't get enough of that pudgy green dinosaur with a penchant for busting balls? If not, then your fix is in, because Natsume is bringing over the latest addition to Taito's bubble-popping franchise: Bust-A-Move 4. Gameplay, as always, consists of your player attempting to pop like colored bubbles that end easily

descend from the ceiling. If the bubbles manage to reach the bottom, it's game over.

While you might wonder what Taito could possibly add to the already fine-tuned game-engine, there are a few extras

that might tempt you into entering the world of Bust A-Move once again. There's a new chain-reaction system that will let you pop more than one color at a time. There's also a new Pulley system that adds a new dimension to this game by balancing the bubbles on two ends of a scale. If one side touches the floor, your game ends.

There is also the

TRAT TID YOU SAY?

Get ready for some good, old-fashioned

Get ready for some good, old-fashioned trash-talkin' matches. Look at how this grey dragon taunts our poor hero.

Edit Mode which allows you to construct your own levels. Along with Edit Mode are the standard Puzzle Modes, Vs. Computer Mode, Two player Mode and Challenge Mode. Also, a Grade Recognition system reviews your performance and gives you one of 20 different rankings, based on your success or lack thereof.

With 10 different characters plus numerous hidden ones, Bust-A-Move 4 gives you plenty of choices to play as. Unfortunately, there aren't any strengths or weaknesses to any of the characters, so they're really there for cosmetic

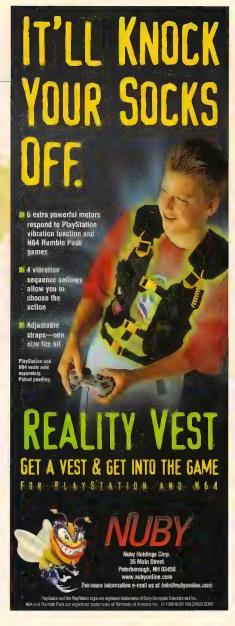
Tostill

purposes only. The addition of Dual-Shock vibrations adds a level of tension that is surprisingly effective.

Surprisingly effective.
While no radical
changes have been made
to the time-proven
formula, BAM fans will
more than likely find
plenty to like about this
latest installment.

BAM 4 adds force-feedback via the Dual-Shock pad. Believe it or not, it's actually very effective.







Reject the tyranny of gravity with the power of the GEMBladel Presenting the latest in hoverboard technology. The tool by which you will defy all laws... including the law of gravity! This is racing in the pursuit of pure adrenaline. No authority. No rules. No limits. Just Streak.

















Publisher/Developer Players/Genre % Done Release
Electronic Arts 1-8 60 November
EA Sports Sports 60 1998

Web Address: www.easports.com

NBA Live 99

Anyone Up For A Game Of Around The World?

My 2 Cents

If EA can just get the game to play as good as it looks, there won't be any competition in hoops games this year. At question is the mocan animation which sacrifices mobility for realism. If they can manage to sort that out, make the game a little less sluggish, and speed up the response time. Live 99 may well be an unstoppable force this year.

-James Mielke



EA Sports hopes to change all that with the release of their newest baskeball title, NBA Live 99. Now, anyone wno knows EA, knows that they usually throw everything but the kitchen sink into their games, but have recently had difficulty making the transition successfully into 3D. However, with Madden 99, and now NBA Live 99, it seems as if they're ready to put all that behind them, as Live 99 features some of the most gorgeous basketball graphics on the PlayStation vet

It's difficult to convey how realist c these players took and move unless you see the game, but it's quite impressive. The courts a so look fantasits, with gorgeous reflections and polygonal bleachers raising the level of cetail. Adultionally, anyone with a Dual Snock controller will appreciate the dead-on control and the feeling of every slam-dunk hitting home.

Among the new features in Live 99 are a GM Mode (which allows you to participate in a full draft), direct dunking, new player reactions, head-tracking, funky new music and an Arcade Mode. Another striking feature is the linstant Replay Mode, which is positioned to give you the most dynamic view of your most recent swoosn or slam. The interesting part is that the whole thing replays in plack-and-white, except for the man who made the pay, who is

featured in full-coor. It's a nice cinematic touch that acids a level of polish to the game. The soundtrack is also of note, as its funky tracks add an element of excitement to the already super-charged proceedings. As usual, new nighlight films and FMV9 of cherefacers in action (yealih) round out the typically glossy EA presentation.

The problem with many of the recent basketball games have been either sluggish gameplay or compromises in control, mostly due to canned animations resulting from Live-recon May Joseph Og 12

Here we find Marcus Camby sailing above the Los Angeles defense. Shyeah, right! Where's Patrick when you need him?

the method of motion-capturing used to make these games so realistic. Whether or not NBA Live 99 sidesteps these pitfalls remains to be seen. While it certainly looks great, the jury's still out on the actual gameplay. We'l, have a complete version soon enough though, and if the control and fun factor match the visuals, PlayStation owners jonesing for a kick-butt basketball game certainly have something to look forward to this winter.

Gamer's Edge

Sinking the three

This is probably the most common knowledge in videogame basketball, but it's worth mentioning again. The best place to release the ball is at the top of your jump. If you manage to get it right, not only will you be sinking the rock like a guy named Jordan, but the threes will be forthcoming and plentiful. This will serve you better in the long run, as it gives you more versatility, rather than always trying to slam the ball. All the better to bury your opponent with, right? Get in a rhythm and watch as the opposing team runs over itself trying to get at you.







Karl Malone is about to teach Tim Hardaway a thing or two about trying to box him out.



You've got to release the ball at precisely the right time if you want to sink that trey.

Publisher/Developer Players/Genre % Done Release

TBA 1-2
Code Monkeys Action 80 November 1998

Web Address; www.sci.co.uk

Live Wire

f nothing else, this title from littleknown developer Code Monkeys and U.K. publisher Sales Curve Interactive (the guys behind Carmageddon and its sequel brought to the United States through interplay) is going to bring back some memories of a seriously old-school game, Remember Amidar? Running around the lines of a grid to make boxes which are then painted in. while avoiding bad guys... all in the name of good, old fashioned videogame fun. It's as simple as that. No convoluted story line. No BS. Although I seem to remember Amidar involving paint brushes





and monkeys...none of that here.

Imagine that concept brought up to date with a smooth 3D engine and lots of bright, colorful graphics and seriously funky music and you have the formula behind Live Wire. Sure, it couldn't be described as original by any stretch of the imagination, but no one's gone back to this particular style of retrio gaming just yet. So, whaddya reckon? There's a pretty

et. So, whaddya reckon? There's a pretty good chance Code Monkeys are on to a winner here.

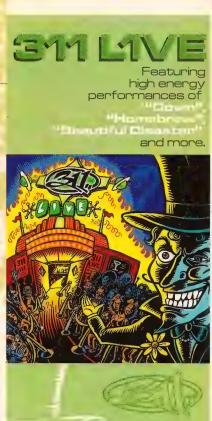
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The number of pick-ups that are scattered around the grid. These include machine guns, bombs and missiles. All good, clean fun.

There are 50 extremely garish-looking levels to go through, and these are carved up into five different themed areas to keep things exciting. As you'll see from the screenshots, these vary from distinctly Halloween-looking environments to some brightly colored desert is and-looking bits. Throw in some cool power-ups such as machine guns and missiles with which to carve up the bad guys and things look like they might be getting pretty cool. Consider that it's a one- or two-player game too, and it could turn out to be a surprise hit. Let's hope a U.S. publisher has the foresight to pick it up and bring it out over here. Interplay? Interested?



Paint all four sides of a box and it fills in as your color. You've now claimed it as your own.





Publisher/Developer Players/Genre % Done

1-2 Action/Strategy 8

S De

Release December 1998

Web Address: www.3D0.com

3D0

Cyclone

Uprising X

Lock 'N' Load! We're Takin' This Hill Inch By Inch!

My 2 Cents

As far as first-person shooters go, Uprising X suffers from bland graphics and a clichéd story line. It's not like the world needs another mediocre shooter, and there's little here that separates this from being just another "OK" title. There's still time for improvements, but I'm not holding my breath.

-James Mielke



end 'em home in a body-bag! That's 3DO's battle-cry to all the other first-person mission-based shooters out

there, heralding Uprising X's debut on the Sony PayStation. Essentially a first person snooter like any other, Uprising X attempts to add a new level of depth to the genre by giving you a multifude of vehicles to use during combat. These vehicles include tanks, aerial attack vehicles (i.e., jets) and bomber squadrons.

Set in the future, Uprising, appropriately, sets you in some very futunistic-looking locales. Sparse, barren landscapes accompanied by areas of scorched earth are the usual sights you'll see, while the green skies give you a good idea of the recent troubles the planet has suffered.

Your role, as a Wratth commander, is to engage the Imperium forces in Dattle over the course of the war, which, conveniently, turns out to be about 20 levels or so. During battle, not only will you be required to maneuver your own Wratth battle tank through the skirmish, but you'll also be able (and required) to set up additional forces and support around your base of operations. Since each faction has its own strengths and weaknesses, a great deal of strategy is required to successfully complete each mission.

Similar in feel to 3DO's No4, title Battle Tanx, Uprising X offers a multitude of ways in which to play this game (albeit with a post-apocalyptic slant). Depending on what sort of ground forces you deploy and what sort of factories you build, the CPU will counter accordingly, creating a new experience each time you play.

Supposedly, the story line will be a substantial part of the gameplay, and the characters will draw you into the history of Uprising X. Whether or not this is actually the case remains to be seen.



That's a dismal-looking sky and you had better get used to it. This isn't your sunny day kind of wargame.

However, if story lines and all that stuff bores you to death, then you might take interest in Uprising's two-player options. Siege Mode, for instance, pits you against a friend, while including all the base-building and other tactics found in the one-piayer version. Death Match, as you might imagine, removes the base-building and leaves you with a one-on-one free-for-all. If that isn't enough, there's also three more two player games to play against a friend.

So, if first-person shooters are your bag, baby, you might liew what 300 has in store for you. It's a fast-paced game that attempts to deliver a grittler experience than is usually found in games such as these. If you happen to want a little strategy-action mixed in with your shooter, then you might REALLY bappy, because the options incuded in this game will certainly keep you busy for a good long while. In any case, should you choose to accept this misson, with the game due out this winter, you'll have your chance to stop the Uprishing soon enough.



That's a really green sky. No way around it. It's green.



This is the Debriefing Screen where you'll gather all the information you need.



Some heads-up display this is. Heck, you can't even see where you're going! Who came up with this? He's fired!



This blue dude, found in the opening sequence, is one of your guys. The enemy soldiers in the game are usually red. Red is baaaad.

Publisher/Developer Players/Genre % Done Release

Crave 1 50 February 1999

Web Address: www.cravegames.com

Shadow Madness



hadow Madness is the love-child of a group of developers known as Craveyard Studios. Formerly known as Big Ram, Craveyard is comprised of an assortment of industry veterans, including some ex-Square Soft programmers whose projects include the old Super Nes title, the Secret of Evermore.

Shadow Madness is a game that can best be described as a "Final Fantasy Light." Graphically,

the game is composed of prerendered backgrounds (a la FFVII or Parasite Eve), with polygonal characters. As you might expect, you navigate your party around the backgrounds and search for clues and openings, occasionally getting into a battle, (which can be avoided, by the way). Whereas many RPGs will have you will have you will have you will have you.



In a melee every three footsteps, Crave has incorporated a system which you can use to avoid attacks. Whenever a creature is about to wrap you up 'n a melee, it gives off a sound. When you hear the sound you can duck to avoid the attack. The problem is, if you avoid too many fights, your levels won't go up. So balance is the kev.

When battes do occur, the game switches to a fully polygonal engine. Using a simplified interface, Shadow Madness eschews the traditional menu-heavy approach for "stripped down" list of options. During battle you can use a Guarded, Normal or Aggressive attack, while other options, like retreating and an items list, are but a button press away, in terms of special

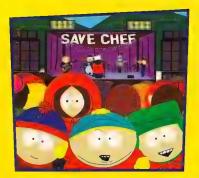
COUP PARTY Street AP ON ON Works APPA PM 65/00 Harv-5

spell effects, unlike Square's masterpieces, Shadow Madness takes a different approach to its stunning spell effects, instead of waiting for an extremely long spell to run its course, Shadow Madness instead switches (lightning-quick) to a prerendered FMV to illustrate special attacks. Other, simpler effects, such as healing spells, are simply rendered on screen using the game ensine.

Although a few details. such as the battle engine. need a little fine-tuning, Shadow Madness is a title with a certain charm that could turn out to be something special by the time it ships this coming February.



After a little searching, your party will grow from one character to three characters. Later on in the game, you will find even more.



CHEF AID THE SOUTH PARK ALBUM

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SOUNDTRACK EXECUTIVE PRODUCERS: MATT STONE, TREY PARKER, LARRY LIEBERMAN & RICK RUBIN,





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AVAILABLE AT ALL



The Wall.



LOCATIONS

Publisher/Developer	Players/Genre	% Done	Release
989	1	80	February
Idedic	Action		1999

Web Address: www.playstation.com

Syphon Filter

Solid Snake And Lara Croft's Illegitimate Love Child?

My 2 Cents

This game is actually very cool. While it still has some problems usually associated with third-person action games (i.e., awkward camera angles, funky graphics), it definitely has potential. With a little tightening up, Syphon Filter could be a winner, it already has enough strengths and innovations to warrant serious playtime.

-James Mielke



The main character in Syphon Fister goes by the name of Gabe. Each level has objectives that you must complete in order to advance the story line. You're kept up to date by your contact at headquarters who will periodically send you new instructions on-the fly. No sooner have you taken down one Boss character, when your superiors radio in another set of instructions. The game is fast-paced and will keep you on your toes as militant soldiers swarm in from all sectors, sometimes attempting to get to you, but more often than not, engaging in gunfire with your fellow agents. You must be careful not to get caught in a cross-fire, as friendly fire can damage you too. Furtnermore, you must also be careful not to shoot one of your own men. Thankfully, your crew runs around in bright yellow suits, so identifying your allies shouldn't be a problem. Quite often, gunfire will be whizzing all over the place, right outside a window you might happen to be standing by. It gives you a feeling that things are happening whether you're present or not, making you feel like

not some solo hotshot. Very cool.
Gabe has a large number of moves
available to him. He can, of course,
run in al directions, a simple process
which is greatly aided by Dual-Shock
compatibility. Using the analog pad
makes things much easier on the thumb
in this game. Gabe, being the limber cat
that he is, can also duck, duck and roll,
shoot his gun, duck and shoot his gun,
strafe and climb objects. One of the best
features in the game is the auto-lock.

you're part of a really big mission and



Yes, I'd like a cheesburger, well-done, with a side-order of shotgun shells please. Hold the ketchup.

This reduces the stress caused by the sometimes awkward camera angles, because if there's a baddie in the area, Gabe will automatically lock on to him. You can even pick off guys firing at you from rooftops, which you can't even see. Another reason that this is such a welcome feature is because the graphics can be pretty rough at times, making it difficult to see the bad guy dressed in black at the end of a particularly grainy alley.

While there are a few issues that need to be sorted out before this game is finished, it seems as if developer Idedic is all over it, making Syphon Filter one to watch for this winter









When you're tired of all the gunfire whizzing by your head, you can always retire for a spell, down in the subway.



Strategic use of environmental surroundings will save your skin when the bullets start raining.

Publisher/Developer Players/Genre November Red Zone Sports 1998

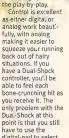
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NCAA GameBreaker 99

ollege football games are always a tricky proposition. Since the collegiate rules don't allow developers to put the actual names of the athletes in the game, it loses something in the way of personality, Therefore, a college football game has to bring a little something extra to the table, since they can't rely on fanfavorites to inject charisma to the title.

Well, from what we've seen so far, NCAA GameBreaker 99 might just set the standard for co.lege football games for the foreseeable future. Developed by Red Zone Interactive, GameBreaker og is a considerable improvement over last year's already formidable version. Possessed by a completely new gameengine, GameBreaker 99 moves along at an extremely high frame-rate, with smooth player animation's and fast-paced action. The sound effects in the game do a great job of drawing you into the experience with awesome crowd noises, marching bands and bone-crunching sound effects. The players even trash-talk the opposition after making a particularly vicious hit, In addition to the incredible ambiance is the color commentary by Keith Jackson. The man says some of the most hilarious things you'd ever hear in a football game and does a great job of keeping up with

> Control is excellent as eitner digita, or analog work beaut;fully, with analog making it easier to squeeze your running back out of hairy situations. If you have a Dual-Shock controller, you'l be able to feel each bone-crunching hit as you receive it. The only problem with the Dua.-Shock at this point is that you still







your plays. Sony's icon-Passing system still works as efficiently as ever and makes finding your intended receiver a breeze.

However, if playing as your hometown university isn't enough for you, then maybe some of the extra features will sweeten the pot. Blue-chip recruiting, create-awalk-on-player, schedule editing and other customizations are available for your perusal, while the custom playbook will probably be most gamers' favorite option. Create your own devious schemes to fool the opposition and watch your team execute your plays in any of the play modes, like Bowl Season, Scrimmage, Tournament and Fantasy League, There are also two control schemes available. simulation or total control, which will cater to different tastes.

Perhaps the biggest improvement to GameBreaker 99 is the improved Al routines of the CPU. It's now much more difficult to make long gains and lowpercentage first-downs. If you want to beat the computer, you'd better mix up your plays or else you'll get sacked every time.

So, with 112 Division 1A teams for the picking, plus 50 All-time greats avai.able from the start, GameBreaker 99 seems like it has everything you could ask for in a college football game. With the competition sure to be strong from the likes of Electronic Arts, 989 Studios knew they had to come up with something good. It looks like they might have done just exactly that.

The graphics engine in NCAA GameBreaker is impressive. The visuals and atmosphere feel just like a real collegiate pigskin matchup.



and twelve





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NEMAJAUS JAR UOV











Final Fantasy VIII

From the latest demo disc being distributed with Brave Fencer Musashi (a good reason to check out that game) are these new screens. As you can see, things have come along beautifully, with all of the visuals proving to be even more exceptional than other recent Square projects. Showing some of the more urban environments in the game, the demo illustrates how effectively the prerendered backgrounds work alongside the polygon-based combat scenes.



























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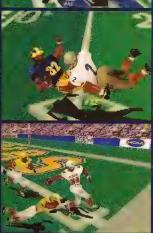
OT ENOUGH EMOTION IN PRO FOOTBALL? MAYBE THAT'S BECAUSE THE PLAYERS SPENT IT ALL DURING COLLEGE.



of sports video games quite like NCAArgameBreaker 99 This year. CameBreake returns with alhosi of features its competition can't Froshy, build your ownidynasty with the blue chip recruiting mode and listen to the legendary Keith Jacksomeall the action NCAA warme/Breaker 99 from 989 Sports









www.989sports.com











Silent Hill

Think of Resident Evil but a lot more twisted and frightening. Silent Hill from Konami messes with your head in the same way the movie Jacob's Ladder does. Your goal is to find your daughter who gets lost in an evil, hellish town, loaded with skinless freaks. Check EGM #100 for more info. It's scheduled for a March '99 release.

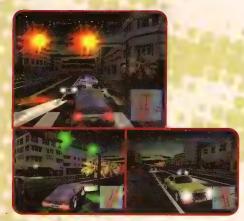
March Madness 99

It's not even March yet and we're all going mad. Actually we're only slightly disturbed in October. Anyway, EA's second edition of their breakthrough college basketball game will feature user-controlled dunks, three-point shoot-out, new animations, backboard-shattering slams and a TV-style presentation. This year's edition will have more "dadies" tems—16 in all. Wow.









Driver

New shots from Reflections' incrediblelooking 1970s cop show-esque racer (see EGM #112 for a preview). Being the getaway guy for various criminals has never been so much fun. Think of Gran Iurismo graphics and speed in city settings with a lot of jumps, crashes and high-speed chases. Reflections does not yet have a publisher for Driver.





Fisherman's Bay

This game is actually a popular com-op title in Japan. Konami believes we Americans might get a kick out of it as well. It's pretty straightforward, just choose a spot, be it under a bridge, by the docks, etc., select your balt, cast and fish. There's a time limit as well as several other "excitement" factors involved in the contest.





Test Drive: Off Road 2

Even though Accolade's Off Road 2 is about to be released, we though you might want to see how it has shaped up. This reworked edition is really much more "race-able" than last year, thanks in part to the modified Test drive 4 game engine. A faster framerate along with 4-wheel independent physics makes for a better ride all around. The terrain has been tamed to facilitate the high speeds as well. Vor'll still see a lot of bumps and ruts but not as much as the original. The music is brought to you by Gravity Kills, Seven Dust and Fear Factory. Rock on, Off Roaders!



Revolt Racing

Revolt is an RC-style racing game currently in development from Acclaim. Now check out these stats, baby: twenty-eight cars to use and find within the game; a meaty 16 single-player tracks set in eight different environments; five single-player game modes including Time Trial and Battle Modes; a track editor and a wide selection of power-ups and weapons. Looks like it could be fun.







Kensai: Sacred Fist

Konami's martial-arts fighting sim is almost ready for release. The game will feature more than 200 ass-kicklin' characters moving at a speedy 60 frames per second. As for the fighting gameplay, the traditional punch, kick and throw maneuvers will be joined with a special option which will allow special redirection moves. The new moves will be you block an attack and then suddenly counter-attack. It should add quite a quick-momentum-change element to the contest. Hopefully, Kensai will play better than Konami's dreadful Deadly Arts for the N64.









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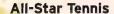
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Dungeon Keeper 2

Although the original PC game wasn't brought to the PlayStation because it was thought the machine couldn't deal with the Al requirements, it would seem things are different with the sequel. Bigger, badder and even more evil than the original, this novel twist on the strategy genre sees you as an evil sorcerer defending a dungeon from marauding heroes. Build traps, train monsters and keep your workforce happy.



Ubi Soft has become the unofficial leader of the PlayStation tennis sim market. All-Star brings out the best in the world to battle it out on several unique courts located around the world. Judging from these screen grabs, Ubi Soft has brought the graphics up a few notches from last year's game. Gone are the "wacky" players. It's all by the book now with real tennis pros and their serious attitudes.











Michael Owen's World League Soccer 99

OK, we Yanks may not be as versed in soccer as the Brits, but we appreciate a good soccer, ahem, "football" sim as much as anyone. Michael Owens is quite a big shot (he plays for the England team) and consequently endorses World League 99 with glee. We'll have more on this Silicon Dreams title soon.



We don't know much about Japan (working title) yet, but Konami tells us this game will combine elements from Bushido Blade and Tenchu.













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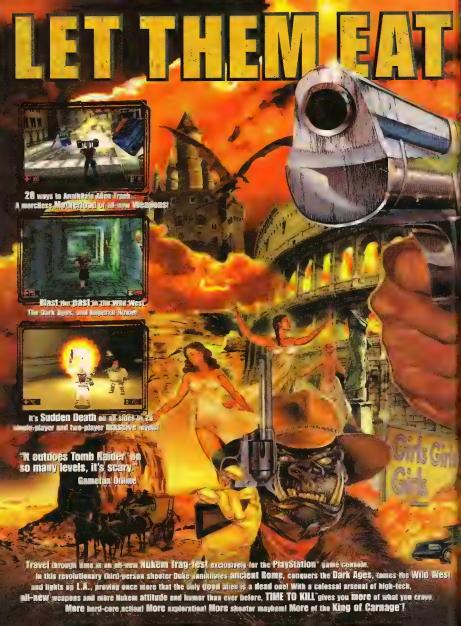
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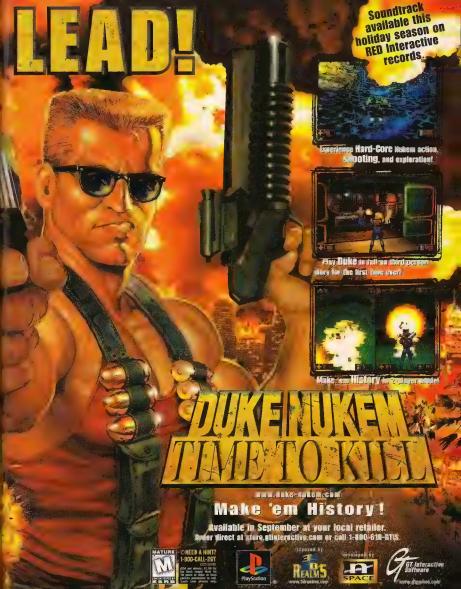


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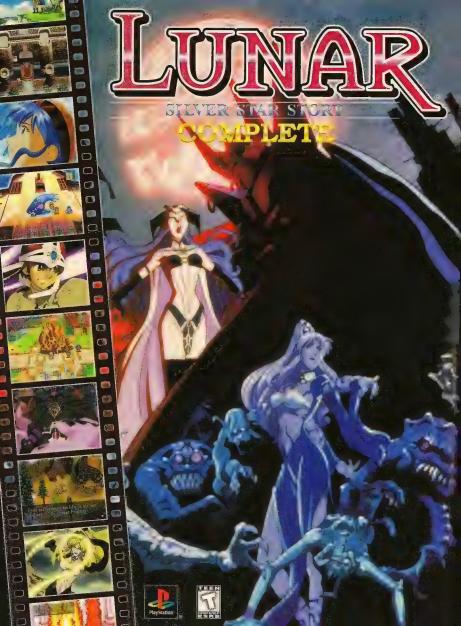


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Previews

Behind the

Screens

The Lords of Camelot

Although the name

Camelot might not

sound so familiar.

their body of work

most certainly is.

The development

Software Planning

for games such as

has been responsible

Shining The Holy Ark,

the Shining Force III

series, and even Hot

Shots Golf for the

Sony PlayStation.

With the success

of Hot Shots Golf,

it's apparent that

development outside

the realm of RPGs.

That said, it will be

what projects they come up with next.

interesting to see

Camelot is able

to handle game

team formerly-

known-as-Sonic

Shining Force III Scenario 3

The Final f you're one of the brave, the few, the proud, or rather, one of the last remaining Saturn fans, chances are you snatched up Snining Force III Installment the instant it hit store shelves. If you did, chances are also good that you're secretly In The SF holding out hope that SOA will come to its senses, finish what it started, and release Scenarios 2 and 3. For the rest of you who harbor

no such delusions, a trip to your local import shop would probably be in order, now that Sega of Japan has released Shining Force III Scenario 3, the final part of the trilogy.

As with SF III Scenarios 1 and 2, part 3 takes place concurrently, while focusing on the third main character: Justin. One of the main differences here is that the characters start out around Level 5, instead of Level 1, giving you access to more powerful spells and attacks from the beginning. Also, in keeping with SF.II's innovative save feature, the events and characters in Scenario 3 depend on which characters you found, or saved, in the first two games.

While the game's graphics engine remains basically unchanged, there are a few subtle differences that make Scenario 3 the best-looking Shining Force yet. For starters, the game features a larger variety of texture-maps than the first two episodes, giving the towns and environments a more realistic feel. Basically, the buildings don't all look the same as they did in the first game. Other little details, like curtains blowing in the breeze, or smoke-stacks churning away on top of houses, also give added life to the alreadyimproved backgrounds. The game's characters still have that Playmobil-appearance that Camelot's famous for, and the battle-scenes still load lightningfast. As always, the sound effects pack a punch, and the voices are extremely well-done, although it must be noted that the soundtrack remains unchanged over the course of all three games,

Although the details of the story line will be lost to anyone who can't read Japanese, the game's interface remains identical to the previous chapters, making this an especially easy import to adjust to. In an encouraging twist, a saved-game from Shining Force III Scenario 1 (U.S. version) will work with the import versions of Scenarios 2 and 3. So, if you have a burning desire to see how the whole story line works

Publisher/Developer Players/Genre

Sega Enterprises, Ltd. 100 Sonic/Camelot Strategy/RPG

Web Address: www.sega.co.ip

Release Japan



In Scenario 3, you take the role of Justin, the third main character who made cameo appearances in parts 1 and 2.

itself out, you can either airdrop Sega of America with leaflets demanding Scenarios 2 and 3, or you can seek out this highly recommended chapter in Shining Force history through your favorite import shop. Chances are that will be the only way you'll see it.



At long last, you can finally discover what happens to Synbios, Prince Medion and Justin, the three main characters in SFIII.

12

There are at least 12 different characters you can use in Scenario 3. ranging from dragonmen to unicorns.



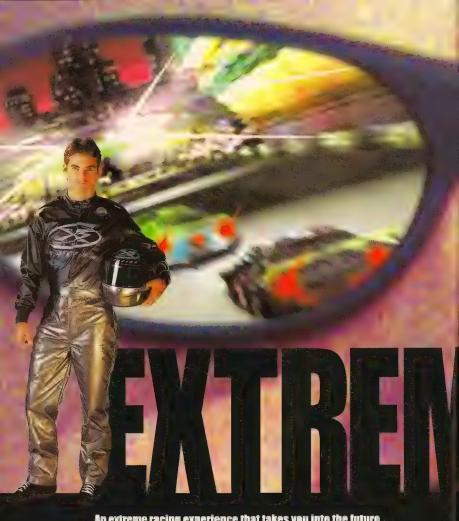
Camelot put a lot of work into making the towns and landscapes look better in Scenario III.



Battle-scenes are better-looking than ever before, with more realistic lighting and wilder spell effects.



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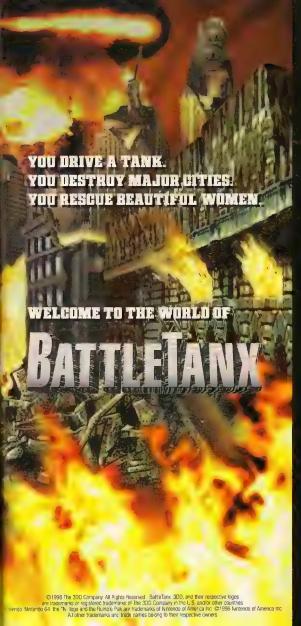
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Arcade

Gauntlet Legends

Publisher/Developer Players/Genre % Done Release
Atari I-4 Action 97 4th Gtr. 1998

Web Address: www.atari.com

The
Arcade
Legend
Gets One
Hell Of A
Makeover

ince the last time we previewed Gauntlet, the game has really been fleshed out. As we said before, the gameplay is pretty much the same as the origina, games. You are one of four characters in a top-down perspective world, killing hordes of goblins; ghosts and gnouis. Several Legends features are taken from the previous games: four-player play; Warrior, Valkyrie, Wizard character classes (the Elf is gone): items and enemies such as food, chests, traps, monster generators, magic, teleports, gold, Death, "It," and

gold, Death, "It," and transporters (the Thief and Sorcerer are no more); Magic and Fight buttons; and tons of returning power-ups: Invisibility, Invulnerability.

Reflective Shots, Super Shots (gone: Repulsiveness and Transportability).

Gauntlet Legends is almost an entirely cifferent game however, when you. add all the new innovations including a fully 3D playfield with stairs, moving elevators, surrounding ledges, intricate hidden areas, secret rooms and multiple levers of play. There are four full words of play, with a fifth secret "Boss" world at the end. To defeat the Boss at the end of the fourth

V To defeat the Boss at the end of the fourth world and then gain entrance into the fifth world, you must have collected all 13 runestones from throughout the game.

There is a new Archer class. This female character replaces the original "male" elf. Another new addition to the game is character



The environments in Gauntlet Legends are so incredibly huge, it could take 45 minutes to explore each one!

depth. You are able to save your game via name and password. Throughout time, your character will gain leves of experience, and this will raise ratings for strength, armor, magic and speed. Each character class has four distinct color-coaed versions — one for each kingdom. In addition, after reaching a certain experience level, you will be given the opportunity to transform your character into a creature such as a minotaur or a female tiger. You

will have the same abilities but have new animations and a new look. Each character also has at .east three classes of specials that inflict heavier damage. The specials are activated with the Fight and Turbo buttons.

The new Turbo button is for use in melee fighting







The layouts of each level are far more complex than those of previous games.



There are at least 16 new power-ups you can use in this version of Gauntlet.



Magic can be used the same as it was before, but now you can focus it better.



(special moves) and magic. Magic will be used for far more than clearing the screen of enemies or killing Death. Magic can be used as an area effect (as before), but can also be used with Turbo button to become a "shaped" Magic with a smaller radius but longer duration, so characters can walk with it like a shield.

of course, there are tougher monsters in this new world. Each kingdom has been overrun by a host of unique minions — 19 in all for each kingdom. This includes grunts, tougher characters, ground-dwelling meanies and assorted other unique denizes. Some monsters take one nit to kill, others take many. One new enemy is the "Suicide Bomber,"-crazed uncerlings who nave kegs of dynamite strapped to their backs. When you see the other enemies running from this guy, you should too.

One big change from previous games is that you can't hit monster generators from off the screen. That's OK though, because you have at least 16 new power-ups to kil. the many horders of creatures. Among the new powers are 3-Way Shots, 5-Way Shots, Time-Stop, X-Ray Vision, Haio (anti-Death aura), Levitation, four color-code elemental amulets (Fire, Ice, Poison Gas and Light), Enhanced (gold) invulnerability, Enemy Shrinking, Player Growth and weapons (fire, ice and gas), Rapid shots, The Phoenix and The Hammer of Thor. Some of these you might be able to buy in the snop.

Gold in the original games were only for score. Now, Atari has also taken Gauntlet to the next level with the shop. Between levels, prayers can use their accumulated gold to buy health or increase their character's attributes.

One of the more obvious differences between previous Gauntlet games and Legends is the addition of Bosses. There is one main Boss in Gauntlet, the

Demon, who seeks to spoil the land for his own foul means. He has under him four regiona: overlords, each a master of a kingdom. This includes the Dragon, boss of the Mountain Kingdom; the Chimera (pronounced Ki-mer-a), boss of the Castle; the Genie, Boss of the Eastle; the Genie, Boss of the Desert Kingdom; and the Spider Queen, overlord of the Forest Kingdom. Each of them is an extremely difficult opponent to destroy. Only by destroying all four will the player gain access to the keys needed to unlock the citadel of the Demon to face the ultimate Boss.

The graphics for Gauntlet are handled by (of course) a 3D cnipset named "Vegas" (no, not the cheesy '70s show with Robert Urich). The game looks incredible, and there is a ton of action happening at once on the screen. Legends also utilizes a hard drive like so many other games today. There is no slowdown, and the textures al look spectacular. This game will have a hard time selling to the mind-numbed fighting same robots who make up most of

Today's arcade audience, but it is one of the most innovative arcade games to date. It reminds this writer of games like the original Gauntlet, Cadash and Magician Lord—excellent games whose type we may see more of since SF clones are slowly, slowly on their way out. All praise Ataril





The Bosses are extremely tough. You will need plenty of experience to attack them.

Games to date

Gauntlet

When released in 1985, Gauntlet revolutionized the arcade-going experience. Designed by Ed Logg and Bob Flanigan, and produced by Atari Games, Gauntlet had 110 unique dungeons.



Gauntiet 2

Gauntlet 2 was released in 1986. Designed by the same team, the sequel included a new "it" feature (tag a friend and all monsters attack him) as well as new monsters and unlimited replay.



Gauntlet 4

In 1993, Tengen gave us a new version of the classic. Called 4 because four players could play for the first time on a home system (Genesis), it included new Quest and Battle Modes, as well as a Time Trial Mode.



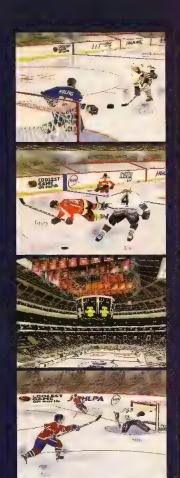




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FACEOFF 99









Publisher/Developer	Players/Genre	% Done	Release
Atari	1-2	100	Available
Atari	Light Gun		Now

Web Address: www.atari.com

Site 4

Area 51 Was Only The Beginning...

My 2 Cents

Site 4 looks really nice! If you were a fan of the original (and many of you were as it was #1 on most charts for almost a year), there is little doubt you'll love this one. Besides the simple point-andshoot-the-zombified aliens game, there is a new Practice Mode as well! Site 4's hardware is far superior to that of Area 51, and you can really tell when you see the animation of the new enemies and Bosses. This game will rock!

-Mark Hain

rea 51 introduced players worldwide to the exploits of STAAR, the topsecret alienbusting special forces team, whose mission was to thwart

the invasion plans of the fearsome alien parasite from the planet Kronn.

Now the STAAR team has learned that the Kronn alien species was not wiped out during the first battle at Area 51 as previously thought. Secretly, a rogue branch of the military has established a stronghold in the decrepit S 4 labs, deep beneath the sprawling sands of the mysterious base. Renegade scientists are performing cutting-edge genetic recombination experiments in hopes of creating a stronger. deadlier and more controllable

alien. But if we have learned anything from previous experiments with Kronn DNA, it's that things can quickly get out of control, and they do.

Once again, the STAAR team is the world's only hope. This time, players will undergo intense physical and mental training before going to war against the resurgent Kronn. In each of 18 different training waves, players will hone their reflexes and sharpen their targeting skills in preparation for the coming invasion of the Site 4 labs. Once they are ready, players jump into battle with experience on their side. However, this time the Kronn are more than just cannon fooder. They have gotten smarter, stronger, and deadlier. And this time, they have a leader.

Site 4 is a light-gun game, employing the same technology as Atari's other recent gun games Area 51 and Maximum Force. The game consists of the training waves, divided into three "sites" (Sites 1, 2 and 3), and a roughly six-minute long, full-blown movie-style gameplay sequence similar to Area 51 (Site 4) To play Site 4, the final all-out pattle against the Kronn, players must complete one of the first three training sites, and complete ("pass") the six

events within the training site. Each event has a quota, a certain number of targets that must be hit in



The bosses in Site 4 are more complex than in its predecessor. There are also more areas to explore, which means more bosses to frag.

order for the event to be successfully passed. These events typically involve accurate and fast shooting of aliens, spaceships or other targets. In some events, players can pick up shotguns and machine guns that can nelp them perform better. Shotguns, for instance, have a wider blast radius and make it a lot easier to hit tough objects. The placement of the power-ups can sometimes be a distraction, though - a good player will master the timing of objects to pick up the power ups when they will cause the least distraction.

Some of the same aliens return from Area 51 including the Stage 1 zombies and Stage 3 Kronn aliens. Now, each one takes multiple shots to bring down-they have gotten tougher! The zombies and aliens can now be hit in one of several places-either in the arms, heads or torsos. The latter will knock them down, and if it isn't the fatal blow, the aliens will jump to their feet again and continue their onslaught.

The aliens now have a Boss-the big bad Kronn Queen. She is a sight to behold-standing nearly 20 feet tall, she has a gemonic look and appendages that hurl fireballs. In several lock-down stages in Site 4, the Queen shoots fireballs, chunks of concrete and





Site 4 has a little more of a story line than Area 51-each mission briefs you.



There are just as many (if not more) background items to shoot at in Site 4.





DUE SOON











even her own minions at the player. For the most damage, players can aim for her sweet spot.

Like Area 51 and Maximum Force, Site 4 will be rich with shootable objects—objects in the environment that are worth points as you blow them up -things like crates, lights, windows, etc. Also, there will, of course, be plenty of secret rooms.

One thing that seems to be missing in Site 4 is the meter that tells you which of the two players is shooting the more targets. This was an excellent incentive to shoot as many enemies as you could, and brought in a level of competition previously not seen in a light-gun game. It is also unknown if the cool streak feature will be included in this game. Streak simply meant that you continually shoot enemies without missing. This would exponentially raise your score and, once again, added an air of competition to a two-player gun game. It is likely

both of these will be added by the time the

game is shipped. As for the hardware. the new Cyrix Media GXI cnip (running at 20Mnz), 16 MB RAM and 2.1 Gig Quantum DF hard drive produce a richer and more vibrant look than either Area 51 or Maximum Force. The level of detail is amazing, and the new hardware allows us to have interactive aliens.

wnich take multiple shots and can have selective hit reactions depending upon where on their bodies

Area 51 was a very popular game. It might be that we in America seem to be in a bit of an "alien frenzy" right now, or it might be the fact that it was a simple gun game utilizing a hard drive, offering awesome rolling backgrounds and effects. The reason for its longevity is the plentiful secrets, and Site 4 appears to be no different. Add to that the fact that this game has even more ground to cover, more strange and different aliens and more intricate Bosses to destroy, and you have a game that will probably be #1 as long as Area 51 was.

Behind the Screens

Area 51 the movie in development

Scripts have been submitted and subsequently rejected because, well, they sucked. The movie does have a producer, the same who produced Forrest Gump-Steve Tisch. No cast members have been chosen yet. The story will most likely follow S.T.A.A.R., the Kronn aliens and creation of the strange hybrids. It is unknown if any story elements from Site 4 will be used, but it seems unlikely. In fact, knowing Hollywood, they liked the name Area 51, aliens are hot, and we'll see Leonardo DiCaprio and Ben Affleck blasting hordes of Cindy Crawford clones. Who knows?



There are events throughout the game that really test your skill and marksmanship.





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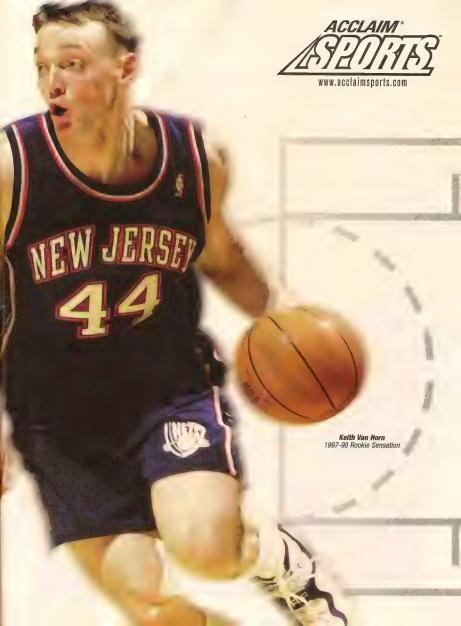






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ARCADE

Publisher/Developer Players/Genre % Done Release
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Star Wars Trilogy

The Best-Looking Star Wars Game Yet

The Control

Simple enough, you have a joystick with a button on top and an "Action" button (not used yet except to start the game). It's a little awkward to aim with, but you get used to it.



ne of the biggest surprises of this year's AMOA had to be this little diddy from Sega. Of course, the graphics are on par if not surpassing anything

par if not surpassing anything Sega currently has on the market. The sound quality is excelent as well, with R2 bleeping whenever you're hit. Unfortunately the game itself seems to be little more than Sewer Snark or Rebel Assault. You move a cursor with your Joystick, and hit various imperials whether they be in TIE Fighters, on speeder bikes or on foster.

Only two levels were available to play at the show: Endor and Yavin (Hoth was on the Select Screen but not playable). Trilogy mimics both the old vector effects game and the fairly recent Star Wars Arcade games in that you fight through far too many TIE Fighters,

search out Darth Vader's TIE Fighter, and then make a final assault on the Death Star, Just as in the vector classic, you must also take out the tops of cannon towers as you approach them or you, will be from Jupon. As you enter the trench, you are shot at by fighters and cannons until you reach the exhaust port to fire your torozedoes.

On Endor, you start on a speeder bike. Enemies are on bikes themselves, and have hit point meters above their heads. After this, you walk on foot and try to save Ewoks from the evil stormtroopers. Your final objective in this level is the shield

generator.

After you defeat the first three levels, there is a final battle, not yet seen by anyone. According to Sega, this will be a lightsaber battle against Darth Vader. You'll use your joystick just as you would the handle of a saber. This sounds like the most strategic part of the whole game.

Star Wars Trilogy looks like it will be typical Sega fare. The graphics are unparalleled, utilizing everything the newest Model 3 board has to offer. In the Yavin level, the planet is below and

many Star Destroyers are blasting alongside their fighters. On Endor, AT ST



While trying to destroy as many TIE Fighters as possible, don't be distracted by the flying cities known as Star Destroyers breathing down your neck.

walkers can be seen plowing down forests as you race by on your speeder bike. Animations for all of these are spectacuar and once again Sega proves they can't be touched in the graphics department. The problem is, this game also shows the attention paid to the grapnic detail versus gameplay. We'll have to wait to see if more depth is added, as this was a work-in-porerses when played.

■



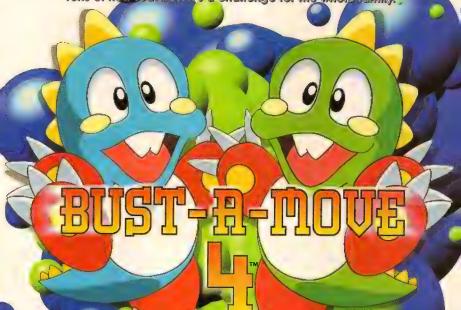






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ARGADE



Blood Bullet: House of the Dead Side Story

To help prepare you for Dreamcast's Bio riazard, Sega's bringing out Blood Bullet (whose name will probably be changed to Zomble). This is a third-person perspective action game where you control one of three people trapped in a word of zombles. The gameplay is a lot like Spike-Out's, but this game will be on the Naomi, so expect some incredible graphics.







PRESS START BUTTO

House of the Dead 2

If you played the first one, you get the gist of HotD 2. Zombies are rampant and it's up to you to stop them. This game is on the Naomi system and looks incredible. More info on this one later.







Ocean Hunter

Winning the award for the least environmentally friendly game in history: OCEAN HUNTER! You invade the water realm, the sea life attacks, and you kill them. Since you're underwater, your bullets can be diverted by water currents. The colors are a bit pastel, but the animation is incredible.

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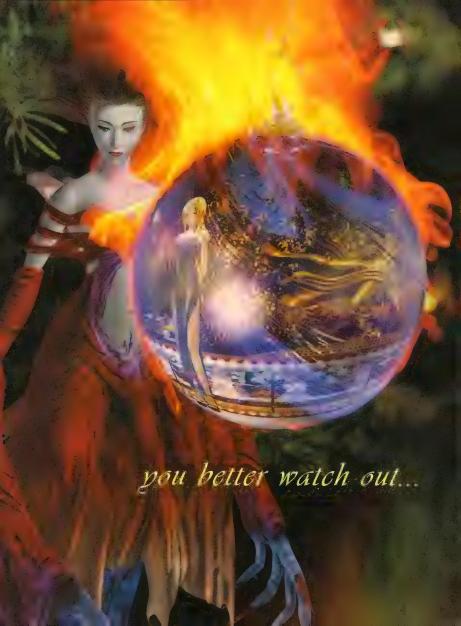
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Import

How-To — Round Three...

This feature is third in our series of how-to articles designed to neipyou get the most out of the gaming nobby. Watch for new installments every month Next time, we'll dive into a mountain of code devices and snow you how to cheat like a pro.





Japanese Videogames

ame importing—a topic that, to many, seems as exotic and foreign as the games themselves. Who imports games from Japan and why do they do it? What kind of games do they mport and where do they get 'em from? Well, for starters, importing is the only place you'll ever get your paws on obscure but nightly desired RPGs like Arc the Lad or Sakura Wars. And some gamers just don't have the patience to sit through the extensive delays we Americans often suffer waiting for popular titles to be converted - Tekken 2 and Final Fantasy VII being two excellent examples.

Despite efforts by game companies to speed up the localization process, gamers still import massive quantities of Japanese tities for reasons other than the long wait for a U.S. version. Gaming otaku (hardcore fans and collectors), for instance, can't stomach the often amateurish cover art that replaces the once-cool packaging of the original Japanese games (see Street Fighter Alpha), while others prize the deluxe extras stuffed with the original versions (Dracula X's art book and bonus music CD being prime examples). Oh, and then you have those guys who just can't get enough games starring cute schoolgirls. But ultimately, some gamers are stuck in a tough-luck situation and have no choice but to turn to the grey market. Take Saturn users for example. Unlike the United States, the Saturn still thrives in Japan and new titles hit the shelves on a weekly basis. Although dwindling in number because of the Dreamcast's looming release, games like Marvel Super Heroes vs. Street Fighter and Shining Force III Scenarios 2 and 3 are highly anticipated here, but you'll need to import them to play 'em.

Whatever fuels your impulse to import, our nine-page how-to guide will show you where to get the games, how to get 'em working on your system(s) - even how to understand some of the Japanese text. So read on. We'll have you swimmin' in schoolgirls in no time.

First, a word from our sponsors...

To make a long story short, Nintendo, Sega and Sony really, really hate the import scene. It cuts into profits of games eventually scheduled for release here (prime examples include Street Fighter Alpha 2, Soul Edge, Metal Gear Solid, etc.) and creates anguish among the decision makers when games of a controversial nature make their way over without a publisher's say so. Licensing also raises the occasional problem, such as when a company like Sega has a working relationship with Pepsi in Japan, but a contract with Coca-Cola in America (remember Fighting Vipers and Pepsiman?). And on the simplest level, the big three try to control software importing and system modifications because of concerns over pirating and bootleg games. That's a legitimate concern if there ever was one, but if these companies knew what was good for them, they would watch the import-gaming scene a little closer to gauge interest in niche titles.

None of these company-line gripes, however, has put much of a dent in the import-game hobby. With the Internet being the gamer's greatest too, fans all over the world have set up independent sites devoted to import games, news, Easter eggs and GameShark codes and FAQ sites with walk-throughs of even the most Kanji-Intensive RPGs. So, despite efforts by companies like Sony to squash the importing of software from

Japan, the scene still thrives. So far, gamers have managed to adapt to every new lockout trick that console manufacturers have sprung on them.

Mad Mods Modding your PlayStation (above) or Saturn (inset)

is messy and voids your warranty.

Under the knife...

So how do you play Japanese games in the comfort and safety of your own home? The easiest way (if there's any "easy" way) would be to buy the original Japanese systems. However, if you want to play U.S. games too (and who doesn't?), you'll have to get U.S. systems as well, making this the most expensive option. That being said, the next best thing is to find out how to convert or modify your console so that it will bypass the regiona, lock-out codes or security measures implemented to restrict unauthorized software.

For fans of the most successful next-generation console, the PlayStation, playing import games has never been easy. To this day, no one has been able to come up with a converter for the system. Although it was rumored that Datel had, at one point, solved that little problem, scuttlebutt says the big S put an end to that quick.

However, gamers who had their PlayStations from the very outset were in luck, sort of. The first batch of systems could be fooled into thinking they had a domestic piece of software in them, no matter what you stuck under the lid. This technique-called

the "swap trick"-involved starting up the PlayStation with a U.S. title and swapping it with a Japanese game via the CD-player Mode, while using a pushpin to make the system work with its CD door propped open. We recommend you don't even bother trying this sloppy trick. Not only is it a pain in the ass-it's also widely believed to damage your system. And

The Easy Way

Sure, you could buy Japanese systems to play import games, but mods and converter carts are cheaper.

Do-it-yourself N64 Surgery

Nintendo's reliance on a physical lock-out device rather than chip-based protection makes modding the system yourself a snap. All you need is a screwdriver and a special tool (picture in the center) for opening the crosole's casing. (Most of the mail-order stores we list later in the feature carry this inexpensive wrench.)

Once you've unscrewed and opened the casing (and note that you'll need to unplug the jumper pak to do so), take a look at the gray guard hanging beneath the cartridge port (1). It is this chunk of plastic that physically keeps Japanese carts from fitting into your N64. So, the obvious solution here is to remove the guard with a screwdriver (2).

Now, with the guard removed you'll notice there's nothing left to hold the cartridge port's dust covers in place. You have two options here. One is to simply seal the system back up and cast aside the guard and dust-cover assembly (3). Your N64 will now play both U.S. and Japanese games, and you can leave a cartridge in the console at all times to protect its port from dust. Or you can use a drill to chip away the guard's plastic tabs that physically block the insertion of Japanese carts, then re-attach the guard and dustcovers beneath the cartridge port and close up your system. It's a little more work, but at least your N64 won't look naked without its dust covers







even when you get the games to work, their music and FMV is notoriously skippy. Besides, Sony got wise and made it impossible to use the swap trick in later revisions of the hardware (the 5500 series and above).

The only thing left to do now is get a system modification. Option one is to haul or mail your system to an import shop, where tney'.l install an unobtrusive chip that causes the PlayStation to bypass the regional lock-out code. The second option, of course, is to do the work yourself-if you have a mod-chip, a schematic and some soldering skills. Anyone with a mod-chip installed in their system should know that it voids the PlayStation's warranty. Plus, Sony refuses to repair any systems that have been modified. To many it's worth the risk, since there's always other places to get

Saturn Super Carts

Four-in-ones act as a RAM cart, cheat cart and converter cart-all for less than \$40. Better still, they really work!

systems repaired when they break down.

Since there are now so many shops where you can get mod-chips installed, we won't even begin to .ist them. But you can find a huge number of online companies that handle this relatively simple modification. Just

do a little digging with your favorite search engine and you'll find one, or ask around at your local game store Also note that according to recent rumors, newer configurations of the PlayStation, namely, the Dual Shock package, wouldn't be "modifiable." Luckily, this isn't the case, and with the average system-mod costing

around \$25-40 and the recent system price drop, now's as good a time as any to get into the

import scene.

For Saturn fans, the road to import-gaming giory has always been an easier path, and right ly so, considering the hardships they've faced. Unless you were thinking of playing King of Fighters '95, all you used to need was a

converter that fit into the cartridge-slot on top of the Saturn. These converters were made by more than a few companies.

so finding one was never a hassle. The real challenge came when SNK, and later Capcom, released games that required new 1-Meg and 4-Meg RAM carts, respectively. While it was possible to "swap" converter cartridges with RAM carts once the converters did their job, doing so fried quite a few Saturns. Can you imagine constantly ripping out your converter and slamming in a RAM cart every time you wanted to play X-Men vs. Street Fighter?

Newer models of the GameShark for Saturn also act as a converter (by pressing X, Y and Z at the Start-up Screen), but, as we explained, these are not recommended for playing RAM cart games, since they occupy the cartridge-slot, instead, look for another type of product that has made a name for itself - the four-in-one cartridge. Available from different manufacturers, these handy gizmos act as a converter, memory card, cheat cart and RAM cart all in one. The first four in-one carts were problematic in that they only played certain RAM-cart games but not others. Vampire Savior, for example, could only be played with a four-in-one if you modified the cartridge. Manufacturers are updating these carts all the time,

however, and you should have few problems with a recent version. Of course, if you don't want to deal with cartridge converters at all, you can always modify your Saturn, which, like the PlayStation, can be modded by import shops or by yourself if you're technologically savvy. Unlike the PlayStation, the Saturn requires a little rewiring and the installation of a mod-switch. This little switch -which is most commonly installed on the back of the Saturn or on the side - flips up if you're playing domestic games and flips down if you want to play import games. The mod-switch route is the best way to go for people who want to play games that require RAM carts (i.e., Marvel Super Heroes vs. Street Fighter, Vampire Savior, Metal Slug, King of Fighters '97, etc.), since it frees up the cartriage slot on top of the Saturn.

Nintendo never really ventured to the highest technological peaks to prevent the playing of imported games on its hardware. The big N's lockouts were purely physical and not electronic, which is why converters for the Super NES, and now the N64, are easily obtained. The key to Nintendo's lock

out system is found on the cartridges themselves. Little tabs on the bottom of the

Lucky Japanese

We get a manual. Japanese gamers get music CDs, art books and more in special editions of hot games.

carts are arranged to fit into either U.S. or Japanese systems. The converters you can buy merely act as a middle-man; they're simple, \$15 plastic docking bays that fit into the Nintendo's cartridge stot and accept both U.S. and Japanese games into the top. (Note that the N64 GameShark will not work as a pass-through converter for all games, such as Yoshi's

Story.) For those of you who prefer less clunky-looking methods of getting your N64 to sit up, roll over and play import games, check out our simple stepby-step method of making your favorite 64-Bit console importfriendly.





The Hong Kong Connection PlayStation owners keen on importing games can sometimes get a

little help when trying to overcome the language barrier. Japanese PlayStation titles are shipped in two versions—the standard Japanese package and a special "Asian version." Unlike the Japanese jewel case. the Asian version comes with an extra instruction manual printed in English (included mainly for English-speaking people in Hong Kong). This manual makes it much easier to hop into the game without having to ranslate button commands or basic gameplay goals.

Unfortunately, getting your paws on an Asian version is often a matter of luck. First of all, many sales associates at import-game stores probably. won't know the difference between the Japanese and Asian versions, so you're likely to get the luck of the draw when they ship your game. (Note

for EB, which doesn't sell import PlayStation games.) Secondly, Asian versions might not always be available to U.S. game-import shops. All you can really do is specify that you want the Asian version when you place your order, then hope for the best.

If you visit an import-game store and can examine the merchandise, check the back of the jewel cases. Asian versions will have English text alongside the number of player and memory-card icons located at the bottom-left corner of the casing. Japanese versions will only have Japanese text, with the additional "For Japan Only" notice crammed beside the icons. Finally, remember that only PlayStation games come in Asian versions; Saturn and Nintendo games will ship with Japanese man uals only. (Sorry-no word yet on whether we'll see Asian versions of Dreamcast games.)



"MDCIN 開発: コナミ コンピュータ エンタテイメント ジャパン



The Japanese text and "For Japan Only" warning are a dead giveaway you're looking at the Japanese version.

Memory Card

Asian versions are identical to the Japanese: editions in every way-except for the English text on the jewel case's backside.

⚠ 注 意 (ちゅうい) 新設書、及び "PlayStation" 本体の 放送股明書。安全のために、を

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The ABCs of Japanese

Importing games is one thing; understanding them is something see entirely. You have two options if you want to make heads or talks of all that squiggy text in your Japanese games. You can spend about three years in classes learning how to read and speak this amazingly complex language, then spend another two years in Japan to hone your Mihongo skills.

Or, option two: Just grab a Katakana chart and wing it.

Katakana, one of the three Japanese alphabets, is used in games main, by for menu commands, character and place names — baskally, all non-Japanese terms. Katakana's main convenience for importers is that it's often used to phonetically spell out English words for Japanese gamers; (most of whom learned English in school). Take a basic Menu Option like "start," for example. In Katakana, the word is written $\times \mathcal{P}_{-}$ h, using the shonetic symbols for SU, Ta and TO, with the dash between TA and TO indicating a drawn-out sound for the vowel that proceeds the dash (the letter A, or the "abhih" sound, in this case). Now, when you put those sounds together in your head, you'get "SUTAATO," which sounds like "start" if you say it fast enough.

We're sure all this talk of long vowels and multiple alphabets sounds awfully confusing to anyone who doesn't know the Japanese lingo. Don't worry about it, Just study the Katakana chart we've provided, which includes every Katakana symbol and its corresponding phonetic equivalent. Then see how these symbols are arranged for the Katakana words in just list of common Japanese terms. Practice decoding Katakana long

enough, and you'll get the hang of it.

Now, if Katakana was all there was to the Japanese written language, then every U.S. gamer would have no problem understanding Japanese games. If just aim't that easy. Remember that Katakana is only used to spell out English and other non-Japanese words. You still have two other alphabets to warry about, both of which are used to spell. Japanese words. Hiragana is the simpler of the two (in fact, it was originally designed for Japanese schoolchildren). The other is Kanji, an incredibly ornate collection of more than 3,500 symbols that you'll never be able to learn completely in your lifetime.

But here's the tricky part—all three alphabets are often used interchangeably in Japanese text, so you'll likely see Katakana, Hiragana and Kanji words in the same paragraph. Which alphabet is used typically depends on a game's target audience, Japanese titles geared toward older gamers, such as final fantasy Tactics, pack plenty of Kanji text, while kids' games will be heavy with Hiragana. (Note that Game Boy games rarely use Kanji, since the handheld's tiny screen lacks the resolution to show such complex characters.

But even if you're playing the most Kanji-intensive Japaniese RPS in the universe, a little Katakana know-how still goes a long way. Remember, Menu Options will almost always be in Katakana, but—inore importantly—so will the names of characters and kingdoms in MPGs. Say you're stuck in an RPG and wading through a sea of Kanji dialogue, but then a word in Katakana appears in the middle of a sentence. If, after you sound out the symbols using our Katakana chant, the word turns out to be the name of a character or place in the game, chances are you should visit that city or person to get to the next poliatin your quest.

Of course, many Japanese games feature a few extra-tricky puzzles that only gamers fluent in Japanese can solve. When you come up against such "gailip rotection," you're probably best off checking online for a walk-through or FAQ (www.gamefags.com should have everything you need). Or maybe you should just wait until the game-hits the States. After all, what's the point of playing an intricate, beautifully crafted Japanese RPG like Xenogears or Final Fantasy Will if you don't ever understand the story?

Must-know Nihongo

Even if you don't wanna screw around with our Katakana chart (after all, games are supposed to be fun, not homework), you should stil. take a gander at a few basic words that are guaranteed to pop up

start.....sutaato スタート option.....opushon オプション menu.....menyuu controllerkontoroora コントローラ button......botan ボタン modemoodo game.....geemu ゲーム loadroodo □-ド saveseebu セーブ filefairu memory card.....memorijkaado status.....suteetasu ステータス itemaitemu アイテム cancel.....kyanseru キャンセル select.....serekuto セレクト sound.....saundo サウンド stereosutereo ステレオ monaural.....monoraru モノラル

frequently in your imported games. So keep the below list of Katakana menu terms (left) and common Kanji words (right) handy. You'll be surprised at how often you'll see 'em used in import titles.

sed at now often you it see 'em used in import titles.				
upue	Ŀ			
downshita	下			
right,migi	右			
lefthidari	左			
northkita	北			
southminami	南			
easthigashi	東			
westnishi	西			
magicmahou	魔法			
firehi	火			
watermizu	水			
windkaze	風			
lightningkaminari	雷			
icekoori	氷			
earthtsuchi	土			
townmachi	町			
villagemura	村			
monsterkaibutsu	怪物			

takana at a Glance

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gya ja ova pya #4 W. 4 Lo To byu pyu gyu E 3 W 3 bvo pyo gyo 3

How to Tell 'em Apart.

You should have little problem recognizing Katakana in Japanese text. Hiragana is less angular, while Kanji is much more ornate.

Katakana ネス Hiragana ぼぬ Kanji 戦寒

(EGM) 197

Wheelers and Dealers

OK, so you've either got your system ready to play import games or you're about to make that move. Now you just need the games (or maybe a converter cart to play the games). But you're probably brimming with questions, too. Where do you go to find the games? What do you look for in an import shop? Who has the best selection, price and service? Does

anyone take preorders so you're not the last person on your block with a copy of Marvel vs. Capcom? So we've provided, for your convenience, a small list of companies that have, in one way or another, earned enough respect from the gaming community to provide a comforting head-start into the world of import gaming, Here goes...

Tronix



http://www.tronixweb.com/ 347 Fifth Avenue, Suite #1508 New York, NY 10016 Tel: (212) 447-5980 Fax: (212) 727-8934

Offering both Japanese and U.S. games for all systems, Tronix may just be your one stop shopping haven. Prices are extremely competitive, selection is excellent and customer service is superb. Import games arrive often on the same day of their Japanese release (and in the case of Saturn games - sometimes a couple of days before they hit Japan). Their Web site is nicely designed and easy to navigate, and it's updated on a daily basis. Whenever we at EGM are not buying our import games direct from Japan, we're usually buying them from Tronix.

Buy-Rite Video Games http://www.buyrite1.com/

3132 Ca.vary Drive, Suite #107 as NCS's is, their prices Raleigh, NC 27604 Tel: (919) 850-94/3 Fax: (919) 872 7561

Although their selection isn't as extensive are generally the best on the Net. Finding prices lower than these is next to impossible.

However, their back-catalogue of older games is not as we.l-stocked as you might like. In addition to offering weekly specials, they also stock misc. Japanese goods (like magazines, toys and guide books). Definitely worth looking into, though not as well-rounded as Tronix or NCS.



National Console Support http://www.ncsx.com/ 121 Baxter St. Suite #1 New York, NY 10013 Tel: (718) 523-5774 Fax: (718) 523-7069

One of the premier importers on the Net. NCS is known for their timely arrivals and comprehensive selection. Besides carrying lapanese games, they

also carry Japanese magazines and models, plus they update their site on a (mostly) daily basis. One nice thing about NCS is that they tend to keep a .ot of older import titles in stock longer than Tronix, so if you're just dying to get your hands on "vintage" imports like Hermie Hopperhead or Darius II, you might have better luck checking with NCS. With some of the best prices on the Net, NCS should be one of the first places you check.

The Rage

P.O. Box 2310 Ronkonkoma, NY 11779 Tel: (516) 467-1679 Fax: (212) 208-4668

The Rage is another http://www.therage.com/ good alternative for import and domestic titles on the Web, although they don't offer anything major that you won't find elsewhere on any of the afore-

mentioned sites. Their prices are a tad bit more expensive, too. They do have a nice selection, however, and a good reputation among game buyers on the Net. Be sure to stop here when comparison shopping.

Electronics Boutique

http://www.ebworld.com/

Although this nationwide chain is mainly known for being one of the best spots (if not the best) to purchase U.S. games, many locations carry import Saturn titles as we.l. They usually pick up some of the best Japanese releases (i.e. most Capcom games, big-name games like Deep Fear and Radiant Silvergun, etc.), so new title-starved Saturn fans can get their fix.







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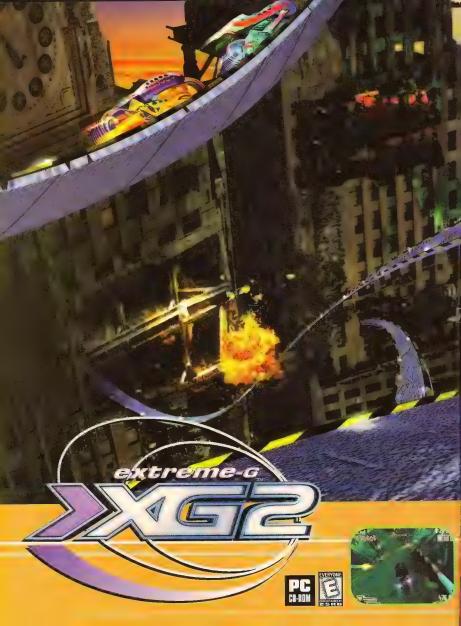
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Import Games to Get...

Now that you know how to import Japanese games, what are you waiting for? Go get 'em! To start you off, we've selected several must-play imports that may never make it to the States. But keep in mind the list of cool stuff certainly doesn't end here. Depending on your interests,

you'll want to check out Phantasy Star Collection, Chocobo's Mysterious Dungeon, ASCII's "maker" series, the Saturn version of Dracula X: Nocturne in the Moonlight, the excellent Saturn shooter Soukyusurentai, etc., etc., etc., An entire nation of games awaits.

Saturn

FITLE Radiant Silvergun
PUBLISHER ESP/Treasure

Originally programmed on Sega's Saturn-friendly ST-V board, the home conversion of Treasure's horizontal-shooter masterpiece is arcade-perfect. Add in the Story Mode (complete with additional animation designed by the Guardian

Heroes team), an innovative control scheme, an excellent

soundtrack, rendered on-



the-fly cutscenes and numerous secrets, and you've got the shooter equivalent of Tekken 3. With itsextremely limited amount of Japanese text (and who really cares about that in a shooter anyway?), Radiant Silvergun is a must-import title that belongs in every gamer's library.

If you're looking for perfect ports of Capcom's latest and greatest 2D arcade fighters, then you know the PlayStation definitely is not the place to find them. The closest you'll get to perfection is by importing the Saturn versions from Japan. Beginning last year with X-Men vs. Street. Fighter and continuing with Mampiler Savior, Pocket Fighter and the soom

Fighter and continuing with Var to-be-released Marvel Super Heroes vs. Street Fighter (but no SF Zero 3, darnit), Capcomhas been releasing their games with a 4-Meg RAM cartridge that significantly increases game performance (larger characters, better sound, more animation) while at the same time decreasing load times to nearly nil (except for the initial load sequence). You only need to purchase the RAM cartridge once (each game is



packed either alone or bundled with the carr), and the end result is a must for Capcom fans. As a side note, Malvel Super Heroes was released in Japan with a 1-Meg RAM cart (the U.S. version is compatible with it, even though the cartridge was not released here), which also increases same performance, though to a much lesser degree than the 4-Meg cart.

TITLE Grandia PUBLISHER ESP/Game Arts

When Sega of America passed on porting over Grandia to the United States, it was like the equivalent of Sony having said, "Nah, that Final Final States of Section 19 and 19 and

States, it was like the equivalent fantasy VII crap doesn't look too hot. Next!" Saturn owners around the country cried a collective bleat of anguish as yet another highly desired piece of software was denied release in America. Since a PlayStation release is doubtful (it's too texture-heavy), and a Dreamcast version would still be over a year away, Saturn RPG fans have no other choice but to import this fantastic RPG. Sure, not being able to mad the story is a big sacrifice.



read the story is a big sacrifice, but in the case of a game as amazing at Grandia, it's not all that unbearable.

A glorious RPG that's as grand as any you've seen before, Grandia isthe Rolls-Royce of Saturn RPGs and one of Game Arts' finest moments. When it comes down to either A) not playing an incredible game at all, ever, or B) at least trying to get through it in lapansee, with limited knowledge of the story, choice B is almost always-the better alternative.

TITLE ... Shining Force III Scenarios 2 and 3 PUBLISHER ... Sega

Let's face it.—If you've played through the U.S. version of Shining Fore ill (Scenario 1), you're probably pretty dam upset about the ending. Yes, it was a fantastic ending (and a dam long one, too), but it was a cliffhanger! Why? Because it's only part one of a trilogy that's heyer going to be completed in the U.S.1 (Not on the Saturia, anyway...)

Even though the story is the most important part of an RPG like this, fans may still want to consider importing Scenarios 2 and § from Japan (both of which are available now). Surprisingly, your completed save data from Scenario 1 will work with the Japanese versions of Scenario 2 and 3 so while you may not be able to fully understand what's going on, you'll at least be able to continue your journey. Oddly enough, when you do this, any names of characters that appeared in Scenario 2 will show up on-screen in English in Scenarios 2 and 3. It may be a daunting task, but it's one fans of the series will surely enjoy, and thanks to Shining Forces mostly iconic menus, the language barrier won't be all that much of a distingtions in the series will serie will be a subtracted to the series will be supported to the series will surely enjoy, and thanks to Shining Forces mostly iconic menus, the language barrier won't be all that much of a distingtion in the series of the series will be supported to the series will b

distraction in actual gameplay.

For more info on Scenario 3 in the SFIH sage, chack out out interestional preview of it on page 164.

And Finally, the Dreamcast

You'd be perfectly within your right to stalk and kill us if we didn't mention importing the Dreamcast. Trouble is, as of press time, none of the import stores have firmed up any details. Here's what we know: The system will hit stores in Japan on Nov. 27 for 29,800 yen (roughly \$25). The import stores will receive their shipments on that day or slightly before, and they won't announce their Dreamcast prices until a few days before launch. Expect to pay significantly more than \$250 to import the system (prices as high as \$400 are not unlikely).

Also note that Sega's only planning to produce around 400,000 units for launch. So, while DC games won't be hard to come by, the system itself certainly will. If you haven't preordered a

Dreamcast by now (the import stores have maintained waiting lists for some time), don't expect to get one until long after the holidays. In fact, the import stores probably won't finish filling preorders until late January.

But don't give up. Shop around and preorder anyway. Or wait a bit until the supply replenishes. A little hunting will get you a DC sooner rather than later.



PlayStation

Tobal 2 Square

Tobal 2 has quickly become one of the most notorious games hever to come stateside. Universally lauded as a huge improvement over the first, Tobal 2



sat atop many a gamer's wish list, even two years after its release With more than 200 playable characters, an enhanced Quest Mode, and CG endings to boots Tobal 2 has everything hardcore gamer's crave.

TITLE R-Types

Despite several companies showing interest in bringing it to the United States, it looks as if R-Types (arcade-perfect conversions of R-Type and its little-seen sequel R-Type II) is going to stay in Japan (and Europe—lucky Brits!). Not much needs to be said about this one—R-Type is one of the most masterfully designed side-scrolling shooters ever, and its sequel is nearly as amazing (and harder, toof).

TITLE Final Fantasy IV & V

While we've been living it up with Final Fantasy VIII on the PlayStation, Japanese gamers have been enjoying slightly enhanced ports of two Super NES masterpieces—Final Fantasy IV (II in the United

States), and Final Fantasy V (widely believed to be the best in the series, though it still never made it to the United States). The games are direct ports of the Super NES versions, which is a little disappoint ing (graphical upgrades a la Mario All-Stars would've ruled), but they do have some realspiffy FMV scenes thrown in. And they are, after

all, timeless classics.

Final Fantasy fanatics may want to check these out for the new FMV scenes, and in the case of FFV, to see what all the fuss has been about (though not understanding Japanese is obviously going to lessen the experience significantly). What might be a better idea is to start writing to Square EA, requesting that they release these games (or at least FFV; since it's never been here, period) in English...

NTLE . Capcom Generations Series PUBLISHER Capcom

With the U.S. release suddenly in limbo, gamers looking forward to the Capcom Generations series may want to look to Japan for these classic compilation packs. Vol. 1 contains three classic shooters (1942, 1943 and 1943 kai). But Vol 2. is the big one. Nobody should be without Ghosts 'N' Goblins, Ghouls 'N' Ghosts and Super Ghouls 'N' Ghosts all on one disc. The

rest of the series is pretty bland, except for the Street Fighter II Collection, which may still make it to the States anyhow. series is available on the PlayStation, to

PAIRLISHER.



Import Release List

Legala Legend10/29

PlayStation:

SLE, KPG						
Smash Court 2						
Namco, Tennis						
R-Type Delta11/19						
Irem, Shooter						
Poporoogu						
SCE, RPG						
R4: Ridge Racer Type 412/3						
Namco, Racing						
Ehrgeiz						
Square, Fighting						
Chocobo's Mysterious Dungeon 2 .12/23						
Square, Action RPG						
Tales of Phantasia12/23						
Namco, RPG						
Genso Suikoden II December Konami, RPG						
Konami, RPG						
SF Zero 3December						
Capcom, Fighting						

Saturn:

100	capcom, righting
	Strikers 194510/2
	Psikyo, Shooter
	Falcom Classics II
10	apan Victor, RPG
Gra	india Memorial Package11/2
ESI	P, RPG
Cap	com Generation 5 SF2 Col12/1
Car	com, Fighting .

MSH vs. SF10/22

E

Dreamcast:
Virtua Fighter 3tb11/27
Sega, Fighting
Sega Rally 2
Sega, Racing
Blue Stinger12/3
Sega, Adventure
Geist Force12/10
Sega, Shooter
Sonic Adventure12/17
Sega, Action

Note that this list highlights only high-profile Japanese releases up until Dec. 31, and not all of these games will be easy to play if you don't know Japanese (some of them are RPGs). As for the lack of N64 Japanese releases, well...truth be told, there's just nothing coming out for the system worth importing.

Nintendo 64 🦫 Game Bo

Pokémon Stadium (N64). Pokémon Pikachu (GB) PUBLISHER Nintendo

Sadly, there aren't many N64 games worth importing, but if you've been sucked into the Pokémon phenomenon, you may want to check out Pokémon Stadium for the N64. PS lets you take your Game Boy Pokémon and play it on the N64 (It comes with controller pak that lets you slot in the Game Boy cartridge) in full 3D-sorta. You can't actually play the one-player game in 3D, but you can do battle with either the CPU or a second play er. And here's another catch: Only 40 (of the 150) Pokemon are playable in Pokémon Stadium. The others can only be viewed in a 3D Pokedex.

Since Pokémon Stadium will not work with the U.S. version of Pokémon, it's hard for us to fully recommend it. A basic understanding of Japanese is needed, and without a Japanese version of the Game Boy Pokémon (which will play fine in your U.S. Game Boy, by the way), there won't be much for you to do with it.

Elsewhere in the land of Pokemon is the new Pokemon Pikachu for the Game Boy. Also known as Pokemon Yellow, this latest (fourth) installment of Pokemon is basically the same as the original three except that you start the game with Pikachu, and he follows you around (on-screen) throughout the game. His voice sample from the cartoon is even in the game! You can also connect Pokémon Yellow to a Game Boy Printer and print out monster stats: For serious Pokémon freaks only.

TITLE Dragon Quest Monsters: Terry's Wonderland

just released in Japan at the end of September, this first Game Boy installment of the mega-popular Dragon Quest (Dragon Warrior) series is also compatible with the Game Boy Color. The largest Game Boy game ever released (at 16-Megs it's double the size of the biggest game released before it), DQ Monsters is two parts classic Dragon Quest (which is to say it's a fabulous RPG), and one part Pokémon (with a link cable you can pit your mon sters against your friends'). If Nintendo's smart they'll bring this one to the States themselves, but in the meantime, Dragon Warrior fans dying for a new game may want to check it out. It's rather text heavy, but if won't be too difficult for DQ/DW vets to figure out. And remember, the U.S. Game Boy needs no modifications to play Japanese carts.





in zwa 80. LR has gone to hell. Thankfully, hell is within your jurisdiction. Lawless gangs packin thermo-nukes, bio-agents and other backin the laying seige to the City of Angels. Keep the peace with this piece, four standard, save hovercraft, walker, and all-purpose ustice dispenser. It's like playing good op/bad cop. Only without the good cop.

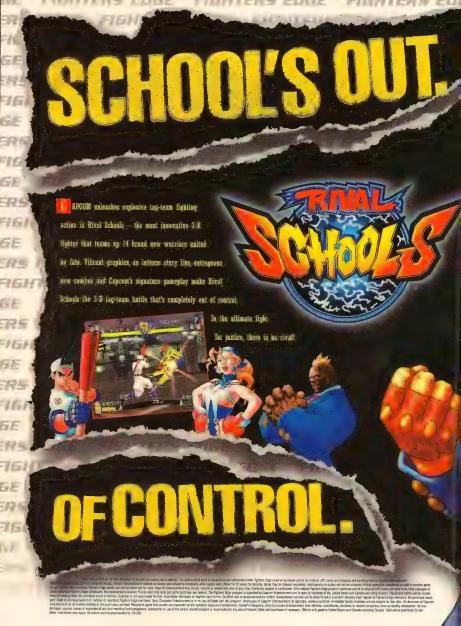




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How

Metal Gear Solid

EGM Examines the Guns and Gadgets of the PlayStation's Most True-to-Life Game

ee Snake. See Snake run. See Snake crawl. See Snake snap a drowsy guard's neck. See Snake score six headshots with his SOCOM pistol, FAMAS assault rifle or PSG1 sniper rifle, And see Solid Snakeyour prooding, lethal alter ego in Metal Gear Solid do it all with more gritty, true-to life attention to detail than you'll find in 10 summer action flicks.

Such high levels of realism to the game's weapons and tactics were hardly a last-minute addition, either, Four years ago, when Metal Gear Solid producer and director Hideo Kojima kicked development into high gear, he and his team embarked on a spy mission of their own, They began exhaustive research into the tools of reallife soldiers', spies' and terrorists' trades. After learning the basics from Internet articles and various books, Kojima seeking some hands-on trigger time-decided it was t'me for a field trip.

Since guns are strictly forbidden in Japan, Kojima and his team which included arms expert Motosada Mori - flew to the United States,

where buying and shooting weanons

> is only slightly more difficult than joining Sam's Club. Their first stop was Los Angeles' Stembridge Gun Rentals Inc. Here. and in a few other ranges around Hollywood and Little Tokyo, they shot a variety of pistols and rifles, some of which wound up in the finished game. (Oh, and as an interesting sidenote, Little Tokyo is home to several shooting ranges that

cater to adult Japanese tourists craving the experience of shooting a real gun. In fact, our own Sushi-X visited one.)

Next up, Kojima, Mori and company hung out with the Huntington Beach SWAT and watched these elite troopers go through their drills. Kojima filmed the maneuvers for the game's artists, who referred to the SWAT's formations and stances when it came time to hand-animate Metal Gear Solid's characters. The team 銀布。 even took notes on the SWAT guys' body armor and uniforms.

Irwin Military Base, located between L.A. and Las Vegas, was Kojima's final stop in the States. Here he checked out an M1 Abrams tank and an M2 Bradley Fighting Vehicle-both of which were filmed for the textures appearing on the ingame tanks. Finally, the team returned to Japan, where they

bases for texture reference, as well. OK, so we know Kojima did his homework, Metal Gear Solid is a triumph of tiny true-life details that make the game both highly cinematic and highly authentic at the same time. But we at EGM wanted to see just how deep the game's realism runs.

visited a few more military

More to the point, we wanted to check out some of the cool gear for ourselves. So we turned to Safety Systems Corporation, a company based near Chicago that sells tactical and assault equipment to law-enforcement agencies, the military- even movie studios (their gear has appeared in Relic, Starship Troopers, Demolition Man and many other flicks). Safety Systems' president, Charles Bicek, dressed our model in authentic Solid Snake and Mery, Silverburgh attire (and if you think you've seen our model

I told you I'm no raakie!!!

before, check the flipside of the centerfold to find out who she is).

We also took Bicek on a minitour of the game, to see if Metal Gear Solid would stand up to the scrutiny of someone who deals with real-life "operators" like Solid Snake on a daily basis. From the get-go, he was impressed, "The start is very

continued on page 213

ls

ボッケース-プロ

板铺品及茶桶(2

名階にゴマッチ

BADGON 4 2 NO BUZ T T PARTY

If it's in the game, chances are you'll find it in the real world, too-and that goes for everything from weapons to tank textures.







Laser-Rangefinder Scope

High-end models like Snake's feature digital zoom, image enhancement—even elevation readings. Can't see through clothes, though (but you can't blame us for trying).

SEAL Gloves

Designed specifically for the NAVY's East Coast SEAL teams, these fingerless gloves make for quick trigger work.

NBC Gas Mask

Ketchup

Tomato-based food condiment that comes in handy near the game's end. Great on fries, too, although rumor has it

they use mayo in Amsterdam.

Vital headgear that'll save Snake's tail more than once. Psycho Mantis fancies one himself, for reasons you'll discover when you beat him (and, no, it's not 'cause Liquid Snake ate too much chill).

T-Top

Ideal for tropical assignments (i.e., a day at the beach). Can be used as tourniquet in an emergency (i.e., lawn-dart mishap).

LC Belt

The standard load-carrying belt used to carry holsters, mag pouches, grenades, etc. Oh, it keeps your pants up, too.

BDUs (Camo)

Meryl's camouflage battle-dress utilities have lots of pockets to hold grenades, ammunition, rations—you know, girl stuff.

MPK Spec-Ops Knife

Used by the SEALs for two years with nary a broken blade. This thing'll slice tin cans in two faster than any candy-ass Ginsu.

Cardboard Box

Or, as the guards say, "Oh, just a box." Snake finds three in the game, but don't ask us how he gets them to fold up and fit in his pants' pouches.



One of the many assault rifles banned in the United Status, the French-made FAMAS G2 is a sleek, taily automatic weapon that can ill your body with 9 bollates in under two seconds. The FAMAS was built to withstand oxterne battlefield renditions, from the vexing Sault dures of Destat Storm to

the tey Alaskan withstness. Brum. Who woulds thank the Dench could build such a bad-ass gun?

One of the many assault rifles banned in the United States, the French-made FAMAS G2 is a sleek, fully automatic weapon that can fill your body with 30 bullets in under two seconds. The FAMAS was built to withstand extreme battlefield conditions, from the searing Saudi dunes of Desert Storm to the icy Alaskan wilderness. Hmm. Who woulda thunk the French could build such a bad-ass gun?

PSG1 Sniper Rifle



Designed by German firm Heckler & Koch, the PSG1 is not only one of the most accurate semiautomatic rifles ever made, it's the world's coelest-looking weapon, too, theck, this timp, wouldn't look out of place in an Imperial sichraturopace's hands.) The good news: The PSG1 makes it a breeze to each out and kill sameone in MG3. The bad news: Sharpshooting Boss Shiper Wolf wields one, too.

Explosives



Solis Tankes stumbles upon pietruy of lethal freworks to bring to the party. Aside from the fragmentary frameworks (19th Party Pinneapple" greenades (19th), eff most submitted and acade-inducing frast-bang counciles the acade-inducing frast-bang counciles this arsenal. Only Snake's chaff grenades—denved from the radar-lamming stuff dropped by fighter jets—are fictional.

Who's that girt? If the model clad in the Solid Snake/Meryl Syverburg'l udos on these pages books familiar, well...she oughta. She's none other than Keri Hoskins – the buffest, most cligitizable babe in video games – best known as the face and bod behind Sonya Blade in the MK series.



Snake and Meryl aren't the only MGS characters with real weapons. Enemy soldiers and Bosses all carry real gear, too.







interesting," Bicek sald, watching the opening cinema that has Snake riding his minisuo to Shadow Moses Island. "It shows a single-man SDV, and those really exist. They don't launch that way, but they really exist. There are such things as black-ops, too. It's very common. The government won't say you old or didn't do the mission. You go in with no identification, no dog tags. The mission just doesn't exist.

Right, so Metal Gear Solid is scoring fairly high on the reality-owners of far. But then we get to the part in the opening brief when Snake learns he'll, need to find his own weapons and equipment. Now c'mon—are we expected to believe that real-life operators are sent into battle with nothing but a pack of smoxes? "No," blicks kaid. "Vou's go to the armony at your base and pick up the gear first. And rarely would you go on a mission by yourself. There are no one-man missions. It's always teams."

Of course, if Solid Snake stormed the Alaskan base as part of a team of elite troopers, he just wouldn't be the same mysterious loner whose life gets so friggin' interesting through the course of the game. And if he started the mission loaded to bear with a full complement of guns and gear, Metal Gear Solid wouldn't be a very tough game, now would it?

Speaking of gear, nearly every gun, grenade and gizmo in the game is a bonafide real-world item. Take Snake's SOCOM, for instance. "It's actually adopted by the special forces now," Bicek said of the Special Operations Command pistor "They've procured about 2,000, but a lot of operators actually don't like them because they're too heavy and too big. The thing is they'd rather carry a smaller pistol and more ammunition for their pristol and more a

The MGS team did most of their research in the United States, where producer/director Hideo Kojima (below) and arms expert Motsosada Mori (above, with the game's principal weapons) fired guns forbidden in Japan.



mary weapon. The pistol is usually your secondary weapon. The primary is usually an assault rifle."

an assaut rine."
As further proof that Kojima and his team know their stuff, Snake is actually told via Code at one point that some field operatives don't like the SOCOM because of its size and weight—exactly the same tidbit Birck revealed to us. Still, some of Snake's gear borders on make-believe. His mine detector, for instance, is much smaller than current versions. The Nikta missile launcher, which spits tuny missiles that Snake can guide via remote control, has yet to be developed. Bicek said the launcher is probably based on the wireguided missiles that today's infantry launch and guide into enemy tanks.

"Guns are like women. Some guys like 'em tall, short, blond, brunette, just like guns. Some guys like Glock, some like Sigs, but, performance-wise, everyone looks at the 1911 as the base for the modern pistol." -Bafety Systems president Charles Block, when asked if he agreed with the game's claim that the Colt Single Action Army is the greatest handgun ever made.

And remember Metal Gear Solid is set nearly a decade into the future, when cool gear like Snake's is sure to be as common as rocket cars, moon bases and fat-free Big Macs.

Metal Gear Solid's attention to detail doesn't end with its weapons or graphics: Bicek found that the control system adequately portrays one tricky bit of real-life combat-shooting while moving, "Running and shooting is tricky, but he's doing good drills right there," Bicek said, watching

Snake advance on an enemy while firing, "In fact, firing while walking is very common now among SWAT teams that are at a higher level." The game models this

tricky maneuver by forcing you to feather the Crawl button while holding down the Shoot button. It takes some practice. but-just like the elite SWAT teams Bicek mentioned -you can master it in time.

So is Metal Gear Solid the most realistic console game ever? It certainly ranks up there with GoldenEve 007, Bushido Blade and PaRappa the Rapper (never has the forbidden love between a dog and a flower been portrayed with such gritty realism). But just remember that Metal Gear Solid is only a game. If the guards were too smart, or if Snake dropped dead after a single round to the chest, well...just how much fun would that be? And if you ever get too caught up in Snake's world, if the edges between fantasy and reality begin to blur, just have Snake slip under a cardboard box and skitter near some dimwitted guards. The silliness of it'll snap you back to the real world

"Yeah, that's realistic right there," Bicek said, his voice dripping with sarcasm as he watched Snake prance around in his box a few feet from a guard. "That's one of my favorite plays - good guys in boxes."







The battlefield equivalent of walk-The batterieta equivalent of waiting and chewing gun, running while shooting isn't easy in real life. Consequently, you'll have to master a two-button combo for Snake to perform this tricky maneuver in Metal Gear Solid (above).



Solid Snake's twohands-on-the-gun shooting style makes for more accurate aiming than Lara Croft's Hollywood-inspired two-gun highjinks.



Solid Snake Vs. Lara Croft

Who'd Kill Who?

He's the PlayStation's toughest hombre. She's its sassiest superchick. But if Solid Snake and Lara Croft ever did tangle by the flagpole, who'd come out on top? We asked Safety Systems' Bicek, who said the answer lies in how the two heroes handle their hardware.

"His stance looks very good," Bicek said, eyeing Snake's two-handed grip on his SOCOM pistol-a grip ideal for spot-on aiming. When we explained that Lara seems to think

two guns are better than one. Bicek decided that the odds were stacked heavily against her. "Shooting with two guns is pretty much only for the movies," Bicek told us. "No one can hit anything with two guns. He'd kill her in a second. Looks like Lara's finally met her match.





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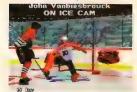
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RREAKAWAY





Daze shoots on goal

saveatine dends



Smith clears the puck









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N CHICKEN



RESIDENTS MARVEL AT LIVING IN



SCIENTISTS BAFFLED!

By Tattler Staff John Davison, Crispin Boyer and John Riccardi

48 HOURS IN HYRULE



Here's the coo. thing about spending two days in Hyrule: You actually, truly, honestly, really do live there for two entire day/night cycles of genuine Hyrule time. We mean it The Hyrule Tattler should

know. Two of its crack reporters,
John Davison and
Crispin Boyer along with
Videogames.com's James
Mielke—spent 48 hours in
Link's homeland, questing,
fighting, chatting with
folks, fishing, horseback
riding, watching dozens
of sunrises and sunsets
(time flies much faster
there) and just plain
getting sucked into
the most immersive

game world ever conceived.

We returned from our journeys with tales of impossible sights. We watched young Link get introduced to Navi, his first fairy We watched old Link emerge from the Time Temple, his massive Master Sword in hand. We watched the aptly named Death Mountain change from a serenely ominous mountain to a nightmarish crag poking through the thunderclouds above a terrorized future Hyrule. We saw titanic Boss creatures that shoot fire, water and electricity We learned the history of Hyrule, the tale of the three goddesses who built the world and left the Triforce as its guardian of balance and harmony. And, as always, it is this powerful artifact that links Princess Zelda and evil Ganondorf in an epic adventure to determine the fate of Hyrule.

Our meanderings through this world so impressed us, in fact, that we decided to devote this entire issue of the Hynule Tattler to the life and times of one promising young citizen named Link, a 10-year-old resident of Kokin Village. In the meantime, we can't help marveling at how much Links current

adventure resembles his alleged past, sprite-based exploits He'll encounter Lost Woods and helpful owls; fair fountains and familiar sound effects; rupees, maps and compasses; tektites, octoroks and armies of old-school monsters; boomerangs, bows and arrows and hookshots. Even the puzzles ring familiar. Link will bush blocks, light torches, bast

open secret rooms, hookshot his



way across chasms—the works. And al. the familiar footwork is only appropriate, seeing as how Link's new adventure is more of a remake than a continuation of any previous adventure.

But don't ye worry, faithful readers. Link's world packs plenty of new surprises, too. Aside from the obvious fact that all of hyrule's residents now possess a certain 30 dent to their features, Link will find that some puzzles have taken on a Barjon-Kazooie-esque flair Oh, and if any of you Hyrule residents bother to look out your window, you'll notice we have a working sun and moon now that tra'k across the sky during our 20 minute days and nights. Look long enough and you, might just see an older Link galloping across Hyrule Plain on a new friend.

But that's just a taste of what awaits. Dig territorian the Hyrule Tottler for a look at terrytning from Link's new control scheme to a fashion review of the kingdom's fanciest dressed lads. Mount up—it's gonna be a breathtaking ride.





EE A MOUNTAIN TURN INTO A NIGHTMARISH CRAG!

YOU HAVE TO SEE IT TO BELIEVE IT!

The land of Hyrule again proves to be a beautiful piace, so much so that it has inspired virtues. He told the Tattler recently, "The scenery is such a joy to behold ..even the sky is beautiful. The swirling clouds above Death Mountain are a hypnotic sight that is quite unlike anything else," he commented, in somewhat out-of-character floweriness "The whole land is unique though. As you wander the plains of Hyrule you can see for miles and nothing ever 'pops out of nowhere' to surprise you. The whole place is just so idyllic and for most of the time the weather is wonderfulthere's no mist whatsoever. When the weather does worsen though, the effect of the rain and mist on the countryside only further enhances its beauty."

"it's not just what you find above ground hough," he continues as Taller reporters were unable to contain his enthusiasm. "Every new location you trave to has a unique character of its own, from the depths of the dungeons and underground caverns, to the streets of each town. The land is so full of such rich textures and beautiful imagery you'll think you've entered another world."

But what of the people and rich creatureculture of Hyrule? "As we spent our time with Link on his travels, we met with all manner of creatures and characters who each had such







unique personalities and moved with such grace From Link's horse, to some of the braine creatures found underground, they are all quite exceptional." The Tattler is in the enviable situation of being able to provide excius ve pictures from Link's recent adventure that will nepi iliustrate Davison's points. Throughout the pages of this issue you'll see some of the increable environment, some beautiful effects and illustrations of just how much care dyrule forefather. Shigeru Miyyamoto has put into every item in the land.

"We were lucky enough to see some defining moments from a quest of this nature, too," Davison added. "When Link entered the Temple of Time and drew the Master Sword from CHILDREN WEEP!

the stone, the

atmosphere of the whole event was just evectrifying. There was a brilliant, blinding light and some incredible effects before Link emerged seven years older, sauntering nonchalantly with that bloody great sword. Wow."

The Tattler concurs that this really is something that has to be seen to be believed.















YOU can't fun fro

Shadow Madness Story is easily comparable, if not superior, to the top titles of the genre. " — Cametran Online









your own shadow, but now you damn well better try. 8 PlayStation need all the help you can get. Shadow Madness strikes in February 1999

LOSE 50 LBS. IN A WEEK BY

Huge, colossal, enormous, gargantuan, gigantic, immense, and...er, large—all words that can be used to describe the world of Hyrule and the areas to which it leads. Walking from one end of the land to another will burn some serious calories and take a significant length of time. Experts say you could "lose 50 bls. in a week by wandering aimlessy if you're not careful and don't eat or drink anything

while you're doing it."

But what better way to beat the bulge than by enjoying the rolling plains in the sunshine? Well, young Link discovered that when he traveled to the future, he could take the reins of a horse he met as a youngster in the castle stables and enjoying the relative comfort and time-saving advantages of galloling by horseback.

SURVIVOR OF THE SHEIKAHS PRESENTS MYSTERY

Who is the invision character adding link in his quest? Experts have been debating the significance of this curtously cowled character claiming to be. The survivot of the Sheikans, "the Link depend means are a woman," the Link depend on the things seven years into the human or a woman," states Videograme's com super times "Witkman". Mietke, but there's a pietry good charact. He actually sursecure room think parts. Therefore, the pietry good charact. He actually sursecure room this parts. Therefore, the pietry good charact. He actually sursecure room this parts. Therefore, the pietry survey and joint personnel some and force the second second the pietry in the pietry



LOST WOODS

A famous location of the entire Zelda series, but you won't find much here. Lots of trees, Lots of music. Link somehow finds nis way through the former by making use of the latter.

KOKIRI VILLAGE

Link's home where he discovers how his life is different from others around him and where he learns that "without a fairy you're not even a real man"—a lesson for life if ever there was one. After hooking up with renegade spritelet Navi though, our young hero is ready to meet his destiny to lead riyrule. Wandering the village he unwittingly stumbles upon neighbors with an insatiable need to teach him things. Within an hour of wandering, Link is an accomplished gymnast, exp.orer and intellectual.



The apparent seat of all knowledge in Kokiri, Link is summoned to speak with the tree where he learns the basics of puzzles and combat. After some time inside the tree Link has pushed blocks, climbed walls, jumped over things, bounced up and down on boingy things, lit torches, set fire to stuff, jumped through holes, thrown switches and broken an awful lot of very breakable objets d'art.

HYRULE CASTLE

After seemingly killing a very old tree thanks to an unfortunate and unforeseen curse, Link travels to the castle where he discovers that all of the characters he encounters seem to suffer from some kind of obsessive compulsive disorder. Shopkeepers, passers-by and unfortunate weirdos spend an awful lot of time repeatedly scratching and twitching. The castle is an idylic location though, and is the residence of the young Princess Zelda who sends Link on his quest to locate the three spirit stones of the Triforce.





GORON CITY

Underground home of the sleepy, happy-faced Gorons who, for some reason, tend trees that bear bomb-fruit. Pluck the fruit, chuck the bomb. listen to and watch the big bang that ensues. It is here that our plucky hero and the gaggle of journalists tagging along with him discover that it is actually possible to waste forever by thinking you've understood the principles of a puzzle when actually you haven't. Somewhat embarrassed taggers along John Davison, Crispin Boyer and Videogames.com's James Mieike admit, "imagine the scenario...really big pot spinning around a large chamber with big walkway above it. You'd think, wouldn't you, that maybe you have to jump into the pot? Maybe there are some goodles in there. Seems perfectly logical," After enrolling the efforts of numerous other esteemed gameplaying gurus, though, the hapless team conceded defeat. "We had Dan Hsu, Shawn Smith



WANDERING AIMLESSLY!!!

Here are the places that plucky young Link traveled

to in his first couple of days on his quest...?



and even Andy Baran from Expert Gamer in here," admits a somewhat disheveled-looking John Davison, "and then Crispin discovers that you have to throw a bomb in there."

DODONGO'S CITY

Dodongo's a big fela, and the Hyrule Tattler is pleased to tell you that although he's an Intimidating bully, young Link is able to make short work of him with the appropriate techniques. Lots of lava around here, and a good example of how important Link's compulsive jumping disorder can actually be.

JABU-JABU

The specifics of the scandal concerning Link's adventures inside giant filsh-beast plabulabut can be read elsewhere in this issue of the Tattler. Needless to asy, he's a lot bigger than he looks...and if you can imagine what being inside a fish is like, you've got an overactive imagination.

TEMPLE OF TIME

Link surprises us all by walking in, traveling seven years in the future and then yanking the Master Sword out of a dirty great big lump of rock. Having met the mysterious Sheik he discovers that Ganondorf has taken over the





world and everything has gone very dark and scary outside.

And that's all the Tattler is prepared to divulge as yet. This only takes young Link less than a quarter of the way through his quest—so we don't want to spoil anything further for you!

"Fishing is my way of life," says Link. When not roaming the lands, saving the world from Ganondor's wicked plans. Link likes nothing better than kicking back at his favorite fishing hole with his pole, line and lure to help him relax. By some quirk of fate, his recent quest has led him to take advantage of his skills as it was necessary for him to catch the biggest. fish in the lake to gain an item vital to

"It was incredible," says a close friend.
"Link has always been an enthusiastic
fisherman as a man and a boy, and
discovering that a fully spec'd fishing
challenge was part of his quest really
made his day."

The Tattler has learned that Link enjoyed the fishing part of his quest

ADVENTURER CATCHES FISH AS BIG AS HIM!



so much, he actually spent far longer than was strictly necessary casting his line and feeling the realistic rumbling feedback that went along with the serene atmosohere.

LET'S JOIN HYRULE'S FASHION FANATICS RICHARD FATLEROY AND BRUCE SUCHARD AS THEY TAKE A PEEK AT SOME OF THE AMAZING OUTFITS WORN AT THE SPECTACULAR GALA DEBUT OF THE LEGEND OF ZELDA: OCARINA OF TIME.

All of the most important people were in attendance, with Hyrule Hunk Link bringing a novel twist to the proceedings by coming as himself twice! First he walked in as a 10-yearold cheeky young thing, before stepping outside and returning as a strapping teenheartthrob, some seven years older! How does he do it?

YOUNG LINK

Richard: That's a fine haircut for a young man. Bruce: Oooh. He's so sweet. Couldn't you just

eat him all up?

Richard: Um. No. That shield doesn't look like it's going to take a lot of punishment though does it, Bruce? You could bounce a few pebbles back at people, but he's not going to repel a ravenous beast's advances with a slab of hardboard

Bruce: And that little sword...so teeny-tiny. Do you think he has any other little toys?

Richard: I'm sure he's left his catapult and his boomerang at home Bruce.

OLD LINK

Bruce: He really is an absolute dreamboat isn't he, Dickie? Those great knee-length boots really set off the whole ensemble don't they? Such a shame he didn't bring those butch-looking metal attachments he has for them.. you know, the ones that let him walk underwater. Richard: Yes Bruce, And don't call me Dickie. I really think the white pantyhose might be a mistake for a guy his age, though.

Bruce: You know, luvvie, I don't think it's pantyhose, by the looks of things that's a gorgeous all-in-one number he's got on under there. He's probably very snug in that, but there may be some personal hygiene issues when he goes on those long walks.

Richard: That's a damn big sword too. You can see why he didn't get to use it as a kid. You could go some damage with a weapon of that size. Such a shame he didn't bring his bow and arrow along too.

Bruce: Ooh, Dickie. Don't you pelieve it. And all the green, it works, but it's sooo, ooh, 1987 isn't it? Maybe he should have dug out his Zora tunic...you know, that lovely blue one.

Richard: Maybe Bruce. Maybe he just didn't want to spoil things for everyone by wearing some different

clothing. I don't

anyone

knew that he had an interchangeable wardrobe until you just blabbed it to everybody.

Bruce: Sne's a sweet young thing, Dickie. But

is she wearing too much jewelry do you think? Richard: I've told you before about

this Dickie thing. Bruce: But come on. The gold, the

whole Triforce thing. Richard: She's a sweet young thing,

but she packs a powerful punch, Bruce. She's got a magical life ahead of her, but you've got to be concerned about a girl with ears that big.

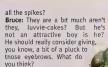
Bruce: You know what they say about the size of a girl's ears, Dickie. Richard: No. I'm not aware of that one.

Bruce: She likes her pink doesn't she? I wonger what she'll look like when she grows up?

Bruce: Ooh my, he's a big boy. Do you think he works out?

Richard: He's got a football player's shoulders, that's for sure, Bruce, but do you think he may be trying too hard to assert his masculinity with





Richard: I think you're right Bruce. And only a supremely evin overlord would ever consider the forehead adornment thing. It's a little too '80s glam, don't you think? he may plunge the world into darkness by taking control of the Triforce, but do you think the pastel aztec patterns really go that well with

brown leather?

Bruce: Certainly not, my sweet. Now, Dickie-poos, you didn't know the ears thing. But this one's got a mighty big nose—and 'l'm sure you know what they say about boys with big noses. And feet for that matter, Dickie.

Richard: I do, Bruce. But that doesn't appear to be something Ganon is concerned about.



Tunic-clad adventurer link was crying fowl yesterday after a gaggle of ill-tempered chickens allegedly attacked the 10-year-old Kokiri Village resident.

"I was just minding my ownbusiness," Link told the Tattler, "when suddenly these beastly featherheads began pecking at myparts. I barely managed to duck inside a house before the critters could tear me to bits."

could tear me to bits."

After further prodding, Link admitted that he may have initiated

The encounter when he "accidentally" conked one of the egg-laying gobblers of the head. "Quite frankly, the entire ordeal seems a bit familiar," Link later admitted. "I rould've sworn I've been attacked by chickens in another lifetime, on another console—a 16-Bit system, to be precise."

console—a 16-Bit system, to be precise."

We're not really sure what Link was talking about, but we do hope the boy learned a lesson here. After all, Hyrule's chicken population does factor into several puzzles. It's even rumored that youngsters can be a fact that the seven the control of the seven that youngsters can be seven the seven that youngsters can be seven that youngsters can be seven that you will be seven the seven that you will be seven the seven that you will be seven the seven that you will be seven that you



GIANT FISH EATS PRINCESS, AS LINK IS CAUGHT IN BIZARRE LOVE TRIANGLE



Giant beast Jabu-Jabu is the fishy flend responsible for the disappearance of Princess Ruto. Adventurer and ubiquitous star of a number of top-selling videogames, Link has exclusively informed the Hyrule Tattler of his

amazing discovery. "I jumped inside his mouth, and found myself in an environment that seemed to be far larger than the fish actually looked," Link enthused. "It was also a lot larger than that Clanker thing in Banjo-Kazooie," he added, clearly displaying a tremendous level of Nintendo product knowledge. Videogame journalists John Davison and Crispin Boyer were also along for the ride. "The insides of Jabu-Jabu really are disgusting," claims Boyer. "The walls are pulsating all the time, the floor is always ankle deep in water, and the doors

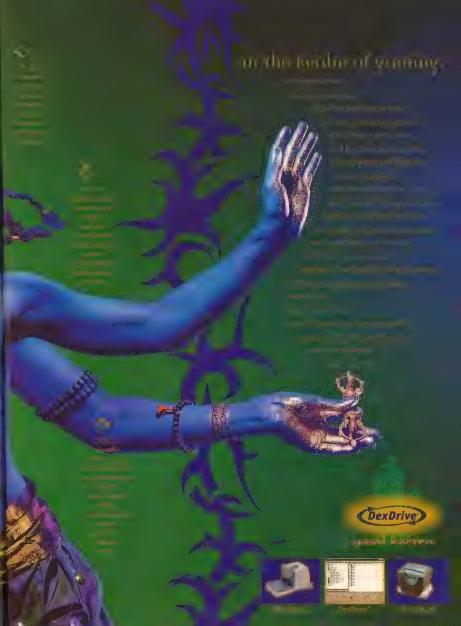
open like giant sphincters.

Davison continues, "Once inside his guts, Link had to travel through a number of gooey and revolting-looking chambers before eventually finding Ruto. Then, once he'd found her he discovered that she hangs around in there by choice some of the time, but had become stuck. Once Link got to her, she refused to move and made him carry her on her shoulders. After running around like a mad thing, and fighting this loony Boss that shot electricity out of its tentacles, the crazy woman insisted that Link had to marry her."

It transpires that marriage wasn't what Link had on his mind, and we've since learned that he is avoiding the Princess by manipulating the passage of time with an Ocarina given to him by his "other woman," the Princess Zelda.







TATTLER STAFF STYMIED BY 40-FOOT BOTTLE... ...and Other Puzzles that Litter Link's Homeland

It's the giant spinning bottle in Goron City, that best represents the new style of puzzles in Zelda 64. The Hyrule Tattler crew triel leaping into it. That didn't work. We tried cracking it open with young Link's little sword. That didn't work, either, in the end, it took a little bomb-tossing handiwork to crack this particular enigma.

And that was one of the easiest of the Banjekazoole/Mario 6u-stive juzzles. Link must contend with during his adventure. Our owndungeon meanderings uncovered numerousinstances where Link will have to jump chasms, scale walls and crawl across narrow legges-to-reach higher platforms and items. We also stumbled across minigames apjently, such as the already mentioned fishing gameand a feet-first plunge, from a waterfall to gather scattered underwater-ruspees within a limited amount of time. Then there are the five masks Link can wear to interact with the odd stones he'll find in the countryside, as well as Of course, many of the puzzles are of the standard Zelda-series variety, as well. We watched young Link shoot switches with his sling shot to open doors, push and pull blocks, onto switches, light torches to unlock secret areas and bomb funny-colored wall panels to access hidden rooms. Sure, the massive dungeon environments—which still manage to maintain their room-by-room setup—can make things messy sometimes. More than once we saw Link accidentally dowse his lightly one of the torches. But here's the real rub: Even at the game's outset, young Link, will be unable to solve certain puzzles until he revisits that location as older Link. Expect to backtrack a lot if you wanna find everything.

Yet as many puzzles as Link encounters, that's nothing compared to the sheer amount of secrets in the game. Whether it's rupees stashed above the Hyrule Castle drawbridge. or thearts

scattered among the weeds, secret things-are everywhere. Although Link wort get much help finding them early on, he'll later's tumble across an item that makes secret stuff stand out. This item works with you'r Rumble Pak, making the thing vibrate when you approach, hidden items. Find this handy tool and every secret in Hydule Is yours for the grabbing.



SINKYS. BRIAN

As if he aidn't have enough to worry about, Kokiri Village Resident Link recently found himself going toe to toe with out-of-towner Brian, star of Quest 64. Who came out on top? See the results below...

15 July 18 18 18 18 18 18 18 18 18 18 18 18 18	3		
		Link	Brian
	Stars in first N64 RPG		Х
BATTLE	Stars in first GOOD N64 RPG	X	
	Stars in ongoing series of games	X	
	Can run around while fighting	Х	Х
	Would win in a fight	Х	
	Has stupid haircut		X
	Has potential girlfriend	Х	
	Fights like a man	Х	
EGM	And the winner is	Link	

NEW FROM OCTOROK 'N' ROLL RECORDS

He's charmed young and old alike with his exquisite fingerwork and gentle melodies. Now Link-the sometimes young, sometimes old hero of Hyrule-has recorded his most memorable Ocarina tunes on one treasured collection. From Octorok 'n' Roll Records comes Link: Master of the Ocarina, the must own album that'll send your heart soaring with its 12 magical hits. You get the classic Up, Left, Up, Left, which

when keyed in with the Camera Buttons turns night into

day. Then there's the

Tune of Time, an

enchanting number that'll make you feel like a teenager again. And who can forget Zelda's Lullaby, the multipurpose tune handy for weddings, barmitzvahs and stopping waterfalls so you can enter the dungeons behind them.

Buy the album, learn its tunes, enter them on your joypad, use their magic to help save the world-or just crank this sucker up at parties. After all, as Videogames.com's James Mielke says, "You can bust

this thing out any time you like and just jammin'. Yeah."





AVAILABLE AT FINE ITEMS STORES EVERYWHERE FOR 19.99 RUPEES. TITIES IN FUTURE HYRULE AND THE DEATH MOUNTAIN AREA LIMITED. OCTOROK 'N' ROLL RECORDS NOT RESPONSIBLE FOR THE

FAIRY FOUNTAIN BOTTLED WATER



Poured straight from the cool, spring-fed fountains of Hyrule's fairy population, Fairy Fountain Bottled Water is a life-giving liquid guaranteed to recharge your Heart Meter after a rough day of adventuring. Come visit our fountains-if you can find them—anytime you need a quick pick-me-up. And be sure to bring along a bottle, fill 'er up, and take our all-healing concoction on the road. It just may save your life.

GUARANTEED 99.99 PERCENT PURE

A 10-HOUR GAME? SIXTY HOURS IS MORE LIKE IT

Hyrule forefather Shigery Miyamoto spawned his own bad press months ago, when he offhandedly remarked that Nintendo testers could topple Ganondorf in under a dozen hours. Intentet jurkles jumped on the story, and soon remor was buzzles around the kingdom that Zelda 5a, would be a

disappointingly short game. Fear not. Although it's doubtful the game packs the 75-hour quest claimed by Nimendo PR, we expect Zelda 64 to last at least 50 hours, longer even than Final Fantasy VII. After all, Hyrule Tortier reporters John Davison and Crispin Boyer sperii two entire days with the game, and didn't even see a third of it. That was without rushing through see a kind of It. that was wildous ryshing torough the quest, with full-heats turned on, so we never worried about dying. But gerhaps one prevails comment from Expert Games strategist Andy Baran best sums up Zelda dus epit gameplay experience. How am sping to dus a trategy guide on this Baran asked. This is seven times larger than Danjia. What it miss something in a see somewhere or enis one of the Bornadale walls.

marsive undertaking is the sales number massive undertaking is the sales number miniquests link must complete over the course his adventure. At any given time, let have to pa down three Sprint Stones, collect skull tokens for



JOYPAD MYSTERY:

How Does Link Jump without a Jump Button?

Gone, however, is Link's ability to shoot swords

when his heart containers are maxed out

(although he may learn that attack late in the

Auto-jump, the lock-on button, contextsensitive commands-yes, Hyrule forefather Shigeru Miyamoto hit the ol' drawing board pretty hard when he redesigned Zelda 64's control system, the most innovative joypad scheme the Tattler has ever seen applied to

For starters, many of Link's commands vary depending on the situation. Approach a narrow tunnel, for instance, and the A button switches from its standard attack function to a specific duck-down-and-enter-tunnel command. Or say

game, as he did in the Game Boy Zelda). Using the Z-trigger to focus Link's attention also frees the Camera buttons for an especia.ly handy task. You can assign any weapon or item in Link's inventory to either the Left, Right or Down Camera button. Say you're in a spiderinfested area where you'll use the slingshot and hookshot frequently. Simply assign the Left and Down Camera buttons to those weapons, then

let rip. Assign the Ocarina to the Right Camera button, and you can wield three items at once, while still being able to swing your sword and whip out your shield.

But here's the really surprising thing: Although every button on the joypad is used for something, none of 'em makes Link jump; the little guy takes care of that himself. Step off a ledge and Link makes the appropriate lastminute leap into the air. The slower you approach an edge, the weaker Link's jump, to the point where he'll just hang from a ledge.

likewise, if Link walks to a steep step or platform he can reach with his hands. he'll clamber up automatically. Not only is this auto-jump/climb feature convenient, it's a frequent lifesaver, since It launches Link over chasms

you may not see until the last minute.

Now, if all this talk of attention buttons and context-sensitive commands has you a bit intimidated, don't worry-the game's very beginning, in Kokir' Village, serves as a training course of sorts. Here, you'll learn every button function and even get rewarded with Rupees when you learn certain new tricks. The Hyrule Tattler applauds Kokiri's excellent physicaleducation program. After all, when the land is being assaulted from all sides by spidery tektites, ghostly ghinis and every other netherworldly bad boy, our kids need to be prepared for anything (even if the chances of one child growing up to save Hyrule are extremely unlikely).



Link stands beside a stone block. The A button converts to the grab command and lets Link tug or push the block-or even climb atop it.

And no doubt you've heard all about the "attention button" by now. Taps of the Z Trigger cycle the focus of Link's attention between enemies, characters, objects, chickens, wnatever, in his immediate vicinity. Stab at the Z while surrounded by enemies, for instance, and Link will always face one of the baddies until it's either slain or you tap the Z again. Never before nas it been so easy for Hyrule residents to see what they're fighting.

Additional combat commands open once you've locked on. Swing crazy with the analog stick and Link busts out Lara Croft-style gymnastics, including backflips and side leaps. Mix analog combos with the Attack button, and Link changes up his attacks, too, between vertical and horizontal sword slashes. The Right Shoulder button, meanwhile, whips out Link's shield, provided he has one of the three in the game. While cowering behind the wooden shield, Link can aim it up, down and from side to side—a great tactic for deflecting spitballs back at Octoroks. And, of course, Link still packs his famous charge-up wallop, as well. Hold the Attack button for a few seconds (you can feel the charge build up in the Rumble Pak), then release it to watch Link spin his biazing

sword in a lethal 360-degree swipe.



ZELDA 101:

The Tattler Looks Back at 11 Years of Link

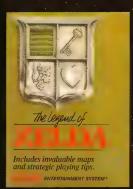
BONUS SECTION

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The Legend of Zelda

NES, 1987 -SOURCES SAY



The original Zelda was riddled with innovations. Not only was it the first RPG-style game for the NES in America, but it was also the first game to feature a battery for backing up your progress. Its fancy gold-

packaging (with the cardboard cut-out so you could actually see the gold cartridge) was decidedly different from all other NES games at the time, and it even included a miniature "hint book" (it was actually a foldout miniposter that included a partially complete world map, some tips and monster profiles, and maps of the first six dungeons). Zelda went on to become Mintendot's first-ever million-selling game

in the United States (a feat which took many months back then—coincidentally, we expect sales of Zelda 64 to surpass 1 million units literally within hours of its release).

THE STORY

in a small kingdom in the land of Hyrule, an army led by Ganon, the Prince of Darkness, attacks the peaceful land asteals the Triforce of Power, a golden triangle possessing mystical powers. Fearing his









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COMPLETE WITH 16 REMOTE CONTROL CRRS AND IS PULSE-POUNDING TRACKS, THIS GAME LETS YOU DODGE. WERYE, AND SURA THROUGH AICH TROPICAL JUNGLES, SUN DRENCHED BERCHES, AND MURKY SWAMPS. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR AGAINST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES - . NOT BATTERIES.

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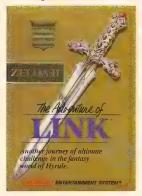






Zelda II: The Adventure of Link

NES, 1988 -SCIENTISTS PREDICT



After countless delays because of "chip shortages" (this was Nintendo's PR line and not necessarily the truth), Zelda II was finally released at the end of 1988. Even though it was a fantastic game (and a damn popular one too), it didn't sit well with some critics because of its decidedly different look when compared to the first Zelda. The overworld was much larger, but encounters with enemies led to side-scrolling battle scenes that took the place of the "on-the-spot" battles from the original. Town scenes and dungeons were also side-scrolling (the dungeons were magnificently designed), and Link now had the ability to jump and use magic. Similar to an RPG, Link gained experience from defeating enemies, which allowed him to level-up his Life, Magic and Attack abilities

THE STORY

Zelda II takes place several years after the original Zelda. A sleeping spell has been cast on Princess Zelda as a result of her refusing to reveal information about the Triforce to an evil magician, in order to free her from this spell, Link must place crystals in the foreheads of statues in six palace's throughout Hyrule. Doing so opens the path to the Great Palace, where the Triforce of Courage is hidden (the Triforce is the key to breaking Zelda's spell). Meanwhile, Ganon's underlings are beginning to work toward the revival of Ganon, which can only occur by first sacrificing his killer (Link) and then sprinkling Link's blood on his ashes, Pretty gruesome for a Nintendo-made game, eh?

THE OUTCOME

After placing the crystals in all six palaces, Link heads to the Great Place to take on the final Guardian and retrieve the Triforce of Courage. After defeating the Guardian, Link goes face to face with a shocking end Bosshis own dark side—in an attempt to purify himself and claim the Triforce. After winning, he reunites the three Triforces (Power, Wisdom and Courage) and awakens Princess Zelda.







The Japanese Version



wiginal Title: The regend of Zelda Z. Rinku in Couley ("The Regend of Zelda Z. Link's Advention") Januar Release Date: Lan. 18, 1987 (Disk)

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The Legend of Zelda: A Link to the Past

Super NES, 1992 -ASTROLOGER MUSES



A Link to the Past had two things going for it that made Zelda fans extremely happy: First, it was on the Super NES, which meant it would be both bigger and better-looking than any Zelda game before it. Second, it brought the series back to its roots, ditching Zelda II's side-scrolling/RPGlike feel in favor of the more welcomed overhead action-RPG style of the original Zelda. Not only was the game tremendous in size and scope, but the gameplay was totally fantastic. Not surprising in the least, Zelda: A Link to the Past was the highest-rated Super NES game of all time (at #3 overall) according to EGM's Top 100 list in issue #100.

THE STORY

As you may have inferred from the game's title, Super NES Zelda actually takes place BEFORE Zelda I and II—about 100 years before, to be exact. Asleep in his home one night during a fierce thunderstorm, Link hears the voice of Princess Zelda in his dreams, begging for him to come rescue her from a cell in the depths of Hyrule

Castle. He wakes to find his uncle gearing up for battle. Before he leaves, his uncle commands him to stay home and wait for his return. After waiting about 10 seconds (so he's a little impatient), Link heads out to the castle in search of his uncle and the Princess. After rescuing her (and finding his uncle slain), he learns

about an evil wizard named Agahnim, who, in seeking to unlock the secrets of the Golden Land, has kidnapped seven maidens who are descendants of the wise men who sealed off the Golden Land ages ago.



Pyramid in the Dark World. He defeats him, winning back the Triforce and ultimately restoring the Dark World to its once glorious state.

THE OUTCOME

After traveling through both the normal and dark worlds of Hyrule, Link finds out that the evil Ganondorf (Ganon) was behind everything, and heads to face him within the Great







The Japanese Version

in iginal title: Super famicum Zelda No bensessu. Situiganti No Tribus o L''Sujer Famicium Tije Legendinf Zelda: Titlorum of the Gods'') Janua Releasi Bais: Nov. 23, 1833

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The Legend of Zelda: Link's Awakening Game Boy, 1993 -MASA CONTENDS



Link's Awakening is widely considered to be one of the best (if not the best) Game Boy games ever released. For a Game Boy, game, the quest was huge, with eight intricately designed dungeons and a vast overworld. While the action was overhead and the graphical style was similar to A Link to the Past, the entire world (including the dungeons) was split up one screen at a time, similar to the first Zelda. If you haven't played this one yet, don't go running out to buy it just yet. Mintendo is working on an



updated color version of the game to be released for the Game Boy Color, so you might as well just wait for that and play it in full color.

THE STORY

The hero of Link's Awakening is actually the same Link from A Link to the Past. In other words, this one takes place about 100 years before the NES Zelda games, too. After Ganon was defeated in A Link to the Past, peace returned to Hyrule and all was well. Being the restless adventurer that we all know him to be, Link decided to hop on a boat and take a cruise into the unknown on acquest for enlightenment. Unfortunately, on

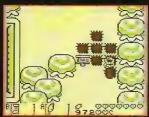
the way back he ran into a fierce storm, and his ship was torn to pieces. Next thing he knew, he was on an Island called Knoblint, which was overshadowed by a giant egg, atop the Island's central mountain. A strange owl explained to him that if he wanted to get home, he'd have to awaken, the Wind Fish that slept in the giant egg. Surely he had no idea of the huge adventure about to unfold...

THE OUTCOME

Link made his way through eight grueling dungeons, collecting eight musical instruments that were required in order to wake the Wind Fish. Finally, atop the huge mountain, he played the Ballad of the Wind Fish and woke the sleeping giant. After doing so, he learned the

ooing so, he learned the secret of the Wind Fish, and before long he found himself back in the ocean, hanging on to remnants of his smashed ship, drifting calmly toward the shores of Hyrule. Was it really all a dream? You'll have to finish the game yourself to find out. We're not gonna spoil it for you.





The Japanese Version

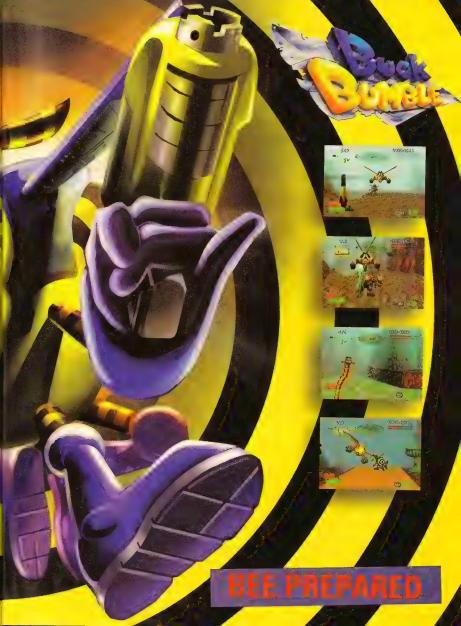
priginal Title: Leida No Densetsu. Tume yo Miru Shimp ("The Legent of Zelda: Dreaming Island") Japan Release Date: Jime & 1943



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Jolt Pad by: Innovation for. PlayStation price: \$24.99 TOOLS Peripheral Reviews

Transparent blue joypad with exact same configuration as standard Dual Shock. Doesn't feel as solid as Sony's pad though, and the buttons feel horrible.

www.innovation1.com

silver buttons look painted and feel really Cheap and

nasty.

Cooling Station

by: Nuby for: PlayStation price: \$29.99

5.0

It's a fan in a big ugly box that you put under your PlayStation. Granted it cools down your system but unless you leave yours on all day (like us)...do you really need one?

www.nubyonline.com

memory card holder? Hmm... hardly. It is a little drawer though. Handyish

COOLING STATION

Yes, that is a flashing red light on the front. Why? we don't know either.

Meaty Paw is key to successful use.

NUBY

Shock Pak

by: Innovation for: PlayStation price: \$24.99

Quite why you'd want a strap-on, vibro, fun buzzer is beyond us but it all seems a bit redundant when you can just buy a Dual Shock Pad. You can have some fun with it though. :)

www.innovations.com



Lara Memory Card

by: InterAct for: PlayStation price: \$19.99 With 15 save-blocks this runs like a normal memory card, but also comes with a distinctly chubby-looking Lara Croft stuck to the end. You've got to be a real fan to appreciate this.

www.interact-acc.com

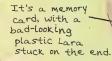
Game Light Plus

by:Nuby for: Game Boy price: \$9.95

6.0

The return of the ridiculous GB add-ons. Lens-Hight+ GB=cumbersome. If you want to play in the dark or something it's kinda cool—but it's very awkward. It's dirt-cheap though.

www.nubyonline.com





N64 Extension Cable

by: Innovation for: N64 price: \$9.99

9.0

Well...it works. As extension cables go — well, this is a cable, and it extends your, um, cable. And it has all the requisite plugs and stuff. Available in eight colors, including clear.

www.innovations.com

Extreme Green Pad

by: Nintendo for: N64 price: \$29.99

It's a standard N64 pad (which is still the best) but it's a funky see-through, day-glow green. What more could you want? The finest pad around with a groovy new look.

www.nintendo.com www.toysrus.com









GRUOGE MATCH

WCW/nWo Revenge Review Crew Scores: 7.5 8.5 8.5 8.0





Both games held their own here. Revenue has great crowd misses but no play-by-play, although you won't miss in You're limited to choesing one of the existing wrestlers and changing his name and costume (by picking from the game's many outlits). You can swap colors, tee. Herris where Revenue stands out. It packs 50 licensed wrestlers, including the quys from New White and Red, all the independents, plus the extra Japanese, characters for a total of 70-just, in all. And if you want more, you can use the limited Customs Wisstler Made

Presentation

overall. It's got the real TV feel.

Sound

Customization

War Zone Lean

siams Revenge

Characters

Wer Zane Jones good, but its dark graphics and drab backgrounds make it more of a fightweight when compared to Revenue you get man audience chamts, play-by-play and the genuine theme tunes be each of the wrestlers Sometimes.

here. Its createaiplayer feature lets you build a wrestler from the head down You can customize in (or her, If you unlock the gender option body shape, hair and skin colo every part of his outfit, stats such as speni and strength. moves list theme music even his status as a good guy or had guy, Build

COLUMN TWO IS NOT THE OWNER.

You may action to the state of the state of





It's a close call, but Revenge has the wrestlers, graphics and party-game feel to put it on top. If it only had War Zone's Create-a-Wrestler Mode, Revenge would be perfect.

WWF War Zone Review Crew Scores: 7.5 8.0 8.5 8.0

What happens when two similar games climb into *EGM*'s ring for a face-to-face showdown? Only one walks away the winner.





WCW Champ Goldberg Says._

"When I look at War Zone, I see 16 puny wrestlers. When I look at WCW/nWo Revenge I see me and the toughest competition anyone's ever faced in the history of professional wrestling. Which leads me to one question.

The WCW/nWe wrestlers are cool, sure-especially if you can keep track of all of 'em and their factions. And they are more popular than lie wWF crew by a marrow margin. But we profer the WWF's everthe-top andres.

Gancipal page is pretty hasic in that all the wrestlers shire in that all the wrestlers shire commands. But that's not a juntifier, since it has the hetter party game. Rookies can hop in the ring and start shamain' away from the get no. Control is top-morth, atthesign it's just as goed in 'Mar Zone.

Recently may have more real vinues, but-it deesn't have quite as many modes of play. You get the basics, plus Battle Royal and weapons every mode. Still, all the important modes are lines.



Coolness

Moves

Play Modes

Bret Hart?

After in nyar're genas watch sweath men tumble areund; they might as well se grade A wacios like Mankind and Undertaker. Plus, War Zou character specific movemake it easies for wristling, fauntics to en into their favorites de areunder character see interesting favorites de areunder see and their favorites de areunder see areunder see areunder see and their favorites de areunder see and their favorites de areunder see areunde

Wer Zoor in deeper game since each wrester has me own set of meaching and the commands (you'll have or learn specific mores; for sect character). The graphe system is more since the comment of the property of the property of the committee of th

More telline Imades aplenty, here, Aside from the standard, shuft, you get Gaye Matcher, Guntlet and Ternado Maide, Ruyal Rumble, War, Weapons, Mode and force for emitiplayer, Talk about you'rety,

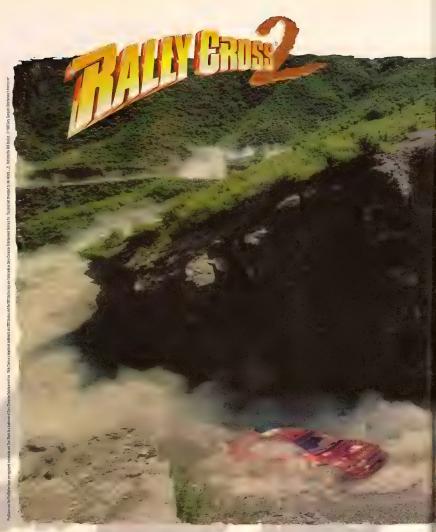


may have more real wrestiers, but then it doesn't have me anothe minited amount of other kick ass custom tough guys you can build in War Zone's Breate a-Wrestier Mode We gat real wrestiers to breakfast.

Neah, Revenue

ter Bleohant Sak created by Shawn Smith at-

The Winner Is... WCW/nWo Revenge



Experience the rush of full-throttle 3D off-road racing as never before with ten all new, fully-customizable rally cars and trucks, eight extreme courses, killer sounds from Guttermouth, Wick and One Hit Wonder, plus complete compatibility with the Dual Shock™ Analog Controller. Create your own off-road experience or edit an existing course with the revolutionary Rally Cross 2 track editor. Think you own the road? You may be right

YOUR ROAD. YOUR RULES.



















Review Crew







Platinum Awards go to games that get four 10s, the best possible rèview a name can get?



Gold Awards go to games whose average score equals 9.0 or higher



Games that average at least an & D receive Silver Awards

OUR PHILOSOPHY

EGM rates games based on how theycompare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made-a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade,

5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Current Favorites

Zelda: Ocarina of Time

Favorite Genres RPGs. Action

Crispin Bover

Crispin doesn't get all the gripes about Metal Gear Solid being too short and easy. It took him nearly 15 hours to beat the game the first time through, and then he wanted to play it again to see the second ending...and then again to mess with the secrets...and then again to review the twisted story. Plus, how could be dis a game in which one of the female characters gives a real-life massage?



John Davison

In a month where there have been some truly spectacular games in the EGM office, John has been getting increasingly exasperated at the truckloads of crappy games that seem to be turning up to go along with them. Screams of "how can they possibly think people would play anything so \$&^#???," interspersed with loud and undeniably English swear words, were frequently heard booming from his office.

Current Favorites Metal Gear Sol Xenogears Pokémon Zelda: Ocarina or Jime

Favorite Genres

Action, Adventure

Current Favorites NCAA Football 99 NFL GameDay 99

Top Gear Overdrive Madden NFL 99 (PS) **Favorite Genres** Sports, Racing

Dean Hager

It's been insane around here since the monstrous holiday game rush began. If Dean isn't playing games at work or home, he's dreaming about them. The only problem is, some of the games he's had to review this month have been giving him real bad nightmares Hopefully next month some nice new games will extinguish those terrors and replace them with sweet, peaceful dreams.



Dan Hsu



has working on EGM's 1999 Video Game Buyer's Guide (on sale mid-November) driven Shoe insane? Nintendo recently visited us with the latest copy of Ze,da for the N64. Shoe purposely avoided any and all contact with the game. "I don't want any of Zelda sporled for me!," he says. Umm .. Shoe, we hate to tell you this, but it's part of your job to check out these games before they get released...

Current Favorites Metal Gear Solid Zelda: Ocarina of Time Oddworld: Abe's Exodous

Devil Dice Favorite Genres Strategy, Puzzle

Current Favorites Metal Gear Solid

Zelda: Ocarina of Time Xenogears

Favorite Gennes RPGs, Action

John Ricciardi

John just returned from this fall's Tokyo Game Show, where he finally got some hands-on playtime with Sega's amazing Dreamcast. Needless to say, he was more than impressed, though he was a bit disappointed that aside from DC, the show was rather unexciting. SCEI had an abysmal showing, and except for a few third-party titles (R4, FFVIII, etc.), the PS seemed pretty tame. Is it time for PS2? Hmm.



Shawn Smith



It looks as 'f playing all of these games has screwed up Shawn's brain permanently. Recently, when shopping around for a new car, he kept asking dealers if the models ran at 60 frames per second and if there were weapon upgrades and licensed soundtracks available for them. At one point, he went way off of the deep end and asked what kind of vehicle Solid Snake would drive. What a freak

Current Favorites Metal Gear Solid MediEvil

Oddworld: Ape's Exoueus Favorite Genres:

Action, Adventure

Current Favorites

reet Fighter Alpha 3 tua Fighter 3tb Guilty Gear Rival Schools UBI

Favorite Genres Fighting, RPGs

Sushi-X

Sushi has been in a bit of a quandary. He's excited about the upcoming PlayStation port of his current favorite, Street Fighter Alpha 3, but upset that a Saturn version has yet to be announced. We often hear him mumbling on and on about how great the 4-Meg RAM cart is, and how much he loves the Saturn's six-button pad. If no Saturn port is announced, hopefully we'll see a DC one...



Guest Reviewer - Jay Silvey



Jay is a 15-year-old who has spent a good deal of his life in the hospital due to kidney failure. When the Make A Wish Foundation offered him one wish, Jay asked to visit EGM. He spent two days with us, hanging with the Review Crew. Since he's as hardcore a gamer as they come, we asked him to be a quest reviewer. Check out his review of Wild 9 and check back next issue for more on Jav's visit.

Current Favorites

NFI Billy 99 (Arcade) Favorite Genres RPGs, Fighting



Developer: Eurocom Featured In: N/A

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Worst Feature:

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These Cruis'n games should be reviewed in a special category: The cheesy, anti sim arcade category. Cruis'n World is the kind of racing game you pul, out when you gotta play a 'non-gamer." Maybe your dad, or an uncle or your pastor. It's so damn simple and cartoon ike a chimp could master it Now is that a bad thing? Only if you're expecting a fancy sim like Formula One or NASCAR 99 or something. Otherwise it is what it is -a simple, nofrills arcade racing game. Normally I shun such fare but I found myself getting excited over this one. It's a whole new game-any similarities to the original Cruis'n are merely cosmetic. Believe me, I wouldn't get into any racing game that used the old Cruis'n USA engine. The frame-rate is really good and the speed simulation is better than a lot of N64 racing games currently on the market. Fourplayer is kind of slow, but not terrible, A lot of d'ifferent cars are available, including a three wheeled Cushman and a couple ATVs. On the road they all perform about the same, so it doesn't really matter what you drive Overal what I really I ke is the rac ng gameplay. It's ust chailenging enough to keep your attention. My biggest complaint, however, s the heap, predictable opponent Al. They'l nudge you out in the last few yards of a race ot. NO FAIR! Otherwise, it's OK. Dean

Cruis'n World outperforms the decidedly lame original in nearly every way. The contro., graphics and frame-rate are al. much improved (but sorry, sickos-you still can't run down the anima.s) | especially like the wheelies, flips and other stunts you can pull off to leap over multicar pileups. Arcade Mode is too easy, but at least this time you get a challenging Championship Mode to eep up your interest for a while Crispin

he Cruis'n games aren't about technique or excitement—they are about good ol'-fashion arcade racing. Unfortunately, those two ingredients are just what this game needs. You know the game is lacking in technique if you can win races without ever letting go of the gas button (even on expert stages) And you know the excitement is non-existent when even four-player games draw yawns from th part cipants. N ce-looking, dull-playing. Dan

Cruis'n World is far from being my favorite N64 racer, but I have to admit, I like it a heck of a lot more than I did the original. The graph cs are nicer (and a lot smoother), the music is actually tolerable this time, and the Championship Mode makes for a nice addit on to the game. The control is tight, too. My b ggest complaint is that the 4P Mode (which 's also very smooth, by the way) isn't nearly as exciting as it should be. John R

Developer: EA Sports Featured In: EGM #112 What could be better than NBA Live 99 coming out for the N64? Maybe a Dreamcast version? Anyway, it's about time Live came out for the basketball-starved system. One can only play NBA Courtside for so long My first impression of Live 99 is that it looks and feels like a deluxe version of Live 98. Don't get me wrong, that's not a bad thing-unless, of course, you're expecting some sort of radical new design fueled by the N64's magica. processor. Don't antic'pate that, Instead, expect a competent new edition to the Live series featuring classic NBA Live gameplay. good animation and a "different" Arcade setting it's not hard at all to turbo up the

Mode. That's the good news. The bad news is, it's still kind of easy. Even on Superstar lane for the easy dunk. But that's what a lot of people like about the game, so no big dea., guess. I'd like to see a bit more technique (like in NBA Courts'de) but i'm not too disappointed. 'm disappointed in the Arcade Mode though. It's bas.caliy cartoon sounds, a w fire effects and exaggerated jumping nothing to write home about. Overal the game doesn't break any new ground, but It does offer the N64 owner a very good basket ball simulation. And cons dering that there hasn't been a truly awe-inspiring sports gan or the N64 yet, that's high praise.

NBA Live 99 is a real sould b-ball game that, ke its PS counterparts, has one glaring Feature: Way problem It's too easy! Single-player game against the CPU are a loke, even on the high est difficulty setting. The graphics and anima t on are nice, as is the control, but u t mately the lack of challenge makes it an unworthy 1P game. Multiplayer is a ton of fun, though, and 90 kids will probably dig the jam-like Arca John R Mode, Overall, prefer Courts de

It looks like the first hoops sim for the N64 (Kobe Bryant) is still the best one, NBA Live s a decent tit e, but the choppy animation and erratic frame-rate ruin any chance of this game upsetting the current champ. And what's up with the players running a good too mph with the turbo button depressed? At least this title comes with a very goofy NBA Jam-style game. This Arcade Mode, a though tacked on, is rather fun. Dan

1.ve 99 for the N64 is a strong basketba w.easports.com game for sure, but it has the unfortunate lob of going up against NBA Courtside, which is an overall better game If you like your b-ball on the easy side, Live may be a better choice for you, because the CPU At is a joke. But on the whote, there's not much here that hasn't been done before As with all EA games, Live go is real polished, though I have to ask vassup with that lame Arcade Mode? Sushi

RUSH 2: EXTREME RACING USA

Developer: Atarı Games Featured In: EGM #117

g

Players:

best

Feature: Nice

Graphics

Dean

Rush fans-grab your wa lets and head out to the videogame store because Rush 2 is heck of a lot better than the original. For starters, car control is much more refined and responsive. Whereas last year you could hardly turn more than 30 degrees, now you can whip a U-turn with ease if you need to (wel , not qu'te, but ...). It's nice to weave in and out of traffic looking for the right lane with the new agile cars. Also key are several new mod options. Beyond suspension, tires, acceleration and the other standbys, motor type, torque and durability are also included. Picking the right engine is key on some of the more challenging tracks. Retrieving certain power-ups regulres massive jumping power and some engines just can't handle 't. In appearance, the cars are more detailed with prignter paint schemes and better shading effects. In fact, the entire game has been sharpened-up over last year. It's not nearly as foggy and grey. Light-sourcing effects and ust plain of color have turned the look around As for gamep.ay, Finding all of the keys and Dew cans per track is tough but the rewards are worth the hassle. The search adds many hours of replay The new stunt track is a blast as wel.. Overall, Rush 2 is a vastly improved seguel and definitely worth a look, especially for Rush fans. Dean

Rush 2 is a good racer for anyone who doesn't mind repetitive, mindless gameplay. A though, the keys and Mountain Dew cans do add an extra element to the gameplay. The stunt track is the best part of this racerthere's something therapeut's about flipping your car around like crazy and watching it explode The rest of the game is average at best, except for the Two-player Mode. I would ent Rush 2 before buying it. Shawn

You have to wonder if the developers of this game have ever actually driven a car before. pecause the way it controls is absolutely nothing ike you'd expect. Gamepiay is much better than the origina game though. It feels a bit odd, but the shortcuts and stunts make for interesting races, especially in Two player Mode. The graph is are horrible—there's not much pop-up, but the smooth candy-l ke usuals are disgusting. John D

Forget the NASCARs and F1s... If you want all out unrealistic, yet fun arcade action, then give Rush 2 a run. The game is a blast. As you'd expect, the game is full of crazy jumps, h gh-speed stunts and secret paths, giving Rush 2 a distinct and exciting flavor not found in any other racer, I'm disappointed in the lack of a Four player Mode, even though t was left out purposely for tech reasons. But overall, Rush 2 is a fun expenence.

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Developer: Snowblind Featured In: N/A

Of Players: 'm surprised by how much I like this game, I especially since I wasn't a fan of Top Gear Rally Top Gear Overdrive looks and feels more I ke a PS racing tit e, only a bit smoother and somewhat faster. Actually, make that a .ot faster! The frame-rate 5 really mpressive. Flying through a race firing off turbos is a blast. It's like a controlled rollercoaster ride. Decent racing gameplay keeps Best Feature: Solid Gameplay the cars on the track for the most part. A healthy dose of power sliging and umping are heavily featured, but not to the point of stupid ty (as in San Francisco Rush), Mainly winning comes down to finding the short-cuts and using them consistently. Occasionally it seems like you "magica.ly" jump up four to five positions but not al, the time. Finding those shortcuts can be a real challenge, but lots of fun. Overall, I get that tingly "I'mobsessed-with-winning-all-the tracks-in-onesitting feeling." That's a good sign And, while some of the cheap stuff, like exploding on walls and pillars is tame, still really like this title Plugging in the RAM Pax increases the frame-rate and reso ution, though it's not a l that distinguishable. The game is already good-looking Car selection is coo. too - the new VW bug, SuVs, Cameros they're all good (well, they're not the real cars, but stil...). Overal, a very good game. Dean

IGO isn't gu te as in depth and real stic as IG Rally is, but ultimately it's a lot more fun to play. The graphics are excellent (if you've got a RAM Pak, they're even better), and the control, once you get used to it, is sweet. The track designs are impressive (mastering shortcuts is a must!), and being able to play the Champ, Mode with up to 4P rules. The music is grating, and cars blow up too easily but otherwise d'g 16 Overdrive. John R

Top Gear Overdrive and WipeOut 64 in one month? Finally some decent racers for the N64. Top Gear Overdrive isn't the most realistic racer around, but that's exactly what I like about it. I had more fun working my wa through this game than 've had in any other racer on the system, I attribute this to the variety of courses, sweet control and upgrade, cash system -- the game just fee.s t. t's definite y worth a purchase. Shawn

t seems like there's been an avalanche of racing titles for the N64 recently. Top Gear Overdrive is certainly one of the bette efforts, but it's definitely an acquired taste Each track has many shortcuts to find, which are key to winning. The annoying part is the ease at which your car explodes. A minor fender-bender encases your vehicle in a ball of flames. Powering up your car is fun and nultiplayer is a blast. Worth a try Sushi TWISTED EDGE SNOWBOARD.



Developer Boss Game Studios Featured In: EGM#112

Of Players

Best Feature:

: Easy

To Master

Worst Feature: Ho-Hum

Cours

With 1080' Snowboarding out, I can't think of a good reason to bother with Twisted Edge. Actually, can think of two reasons... 1), if the contro. and the problem with landing in 1080" really rubs you the wrong way, or 2), if you enjoy spending your hard-earned dough on average games. I only hope you weren't that disgruntled about the control in 1080°. OK, on to what makes Twisted Edge such an average snowboard ng game. First, the game is pest described as linear, It's strange to think of a snowboarding game as such but it's true. Why? Each course you play and each stunt track you sail down doesn't have enough shortcuts and variety to keep your interest I'd just go down a particular track, see a couple of sites, jump a couple of jumps and move on. I expected more from the courses. The modes of play are the same way-they're pretty cut and dry. Two player play s also a major letdown. That's half of the fun in a snowboarding game. I want to compete in a bunch of different ways-not just on a downhill course without much vari ety or many jumps. On the good side, the trick system in Twisted Edge is very fr endly. Once I learned some of the moves, doing them was particularly satisfying and quite cool-looking. In addition, the music is pretty weet Rent this one first to be safe Shawn

We've reached the apex of the "me-too" snowboarding games. From the success of the original Coo. Boarders comes the latest of the horde But instead of a highly refined learn-from-the-others entry we have a simply, mildly impressive, arcadish slider. Mediocre sound and commentary mixed with easy-to learn trick combos and far-out aread physics make for an amusing but limited game. Taken for what it is, i's decent Dean

w.sted Edge Snowboard ng looks good, sure, and it packs plenty of easy-to-perform tricks, but I really see no reason to buy and play it I you have Nintendo's immensely superior 1080°, which offers better graphics, a more challenging trick system and better tracks overail. Speaking of tracks, TES needs more of them (I despise the track-m rroring trick used here and in so many recent racers For die-hard snowboard freaks only Crispin

now many crappy snowboard games do we have to put up with this year? Like all of them, this looks reasonably nice but suffers from A) being slow, B) being boring and C) having over simplified controls. As you'd expect it's full of "attitude," which means you can expect a voice-over featuring a moron throw ing in pathetic expressions I ke "tuna saiad dude." What the hell does that mean? Don't bother, Buy 1080" instead. John D



Developer: Psygnosis Featured In: EGM #112

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Best Feature: Incredible Sound

Worst

t Feature: Nasty Polygon

This s WipeOut, yes? That 3-year-o.d PlayStation game, yes? The one that had all of the fab music? Why the hell did Psygnosis pother? Well - amazingly-it's because they could pull it off Somehow, using the miracles of the N64's MIDI chip, we are treated to some of the best music ever on the system. including "real" stuff from Fluke and The Propellerheads as well as remixes of many of the tunes from the PC version of WipeOut XL. Next, the N64 pad is pretty much perfect for WipeOut, It's not until you've played it with an analog pad that you realize that it's actual ly a beautiful and oddly relaxing game. Also, while previous versions were fast-this is by far the speediest yet, in the games' most extreme mode things get completely out of hand as you hurtle around the tracks at poly gon-destroying pace, and 'f anything, that's WO64's biggest problem While the gameplay is nippy, the graphics engine doesn't seem to be able to keep up and there's some nasty pop-up on the more comp ex tracks. It does retain its sense of speed in Multiplayer Mode, though. WipeOut a ways needed some party spirit, and the Split-screen Mode is just what we needed, especially Four player. It gets a bit blurry, but it's still fast. So it offers a lot...but is it better than F-Zero X? No, but it's a welcome port of a classic. John D

There isn't anything majorly wrong with WipeOut 64 aside from the game's difficulty and the horrible pop-up in most of the cours es. Coming around a turn and seeing what seems like the entire universe pop-up before your very eyes is a bit unsettling. Other than that the graphics are fine, and the frame-rate s incredible. It's so fast, in fact, at one point I nearly wet myself I've been a fan of WipeOut for a long time, so say go for it Shawn

One of the or ginal games that brought the PS into the spotlight makes an impressive showing on the N64 WipeOut 64 is much better than its 32 Bit counterparts for one very good reason: Four-player split-screen action (which runs real smooth with some very minor pop-up). I still hate slowing down to a halt every time you bump into a wall. Add to that a very tough challenge level you can expect to pull out lots of hai

WipeOut 64 turned out to be a lot better than I expected. The graphics aren't much nicer than WOXI for the PS, but the game speed ust blazes. It's even faster (in some cases, a lot faster) than F-Zero X. The Challenge Modes are well-balanced and fun to play, but once you've mastered them al, there's not much more to do Mult player is fun (though 4P is a bit cramped), and as always with WC the music is excellent. John R

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justplainfun.com

: Cars Blow

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Of Pla



Publisher: Activision Developer: Activision Featured In: EGM #11

Atlantis pretty tough, pretty mediocre. Barnstorming really lame. Boxing: slightly fun Chonner Command: Defender wannache Cosmic Commuter: retarded, Crackpots, funbut tough Dolphin: he's no Ecco Dragster. never saw the fun in this one, Enduro, mindless Fishing Derby hard to control. Freeway: still fun today, I gotta admit ...but Frogger's better. Frost Bite: really stupid Grand Prix: boring. Hero: a pretty deep game in its day; a pretty shallow game today. Ice Hockey: no .onger fun. Kaboom. would be awesome if I nad a PS padd e Keystone Kapers, so-so. aser Blast: hard. Megamania: too sluggish. Pitfall: was coo Plaque Attack: pretty intense. River Raid. was great, now dull. River Raid 2: not as good as RR 1. Sea Quest: very average, Sking: boring Sky inx: crap, Spider F ghter: sil.y. Stampede: siller, but more fun. Star Master, serious crap, Tennis: worse than Pong, and the CPU is too good. A lot of these games were great in their day, but truth be told, they're no longer fun. 99% of you wil play each game for about 60 seconds, then store this disc away for good. The price isreasonable, however, and this compilation provides lots of mindless action where noth ing matters but the nigh score...so f you're st...l die hard old school; this disc isn't a bad investment. Buy it just to have it. Dan

Best

Feature:

30

Games

ğ

\$30

Worst Feature: Only couldn't wait to fire up these classics. Then played 'em. Man, I can't believe these are the ame st per crude ubergames that absorbed A Couple Are o much of my time when I was a wee Now, few of the 30 games here hold my interest for more than five minutes (River Raid and Star Master are notable exceptions Stal, Activision Class os packs; so much nostalgic charm that t nearly had me weeping Crispin

Activ sion Class is may make a few die hard >600 fans happy for a couple of days, but for the rest of us it serves only one purpose; to remind us that 95% of the games released before the big crash (of 1983) have one thing in common—they suck. Pitfal s easil the best game on the disc, and a couple of others stand out, but overal, the games on his disc are mostly garbage. Some things are petter left as memories. John R

I nonestly don't know why anyone would want to buy this for anything but nostalgic reasons. Maybe as a videogame history lesson or something Technical v the games are perfect to their or gina, forms, Chunk, pixels a few-colors and some bups and bleeps for sound effects -- incredibly boring stuff It's like going back to first grade. If you're young and curious about the old Atarl days, then buy it Otherwise run away Fast Dean ASSAULT: RETRIBUTION **Publisher: Midway**

Developer: Telstar Featured In: EGM #110

First thing's first. Notch up Assault's difficulty the second you s.ap 't in your PlayStation. I beat this game at its default difficulty which s much too generous with one-ups and nealth the first time I played it. That gripe outta the way, Assault ties ASC's One as the closest PlayStation gamers will get to a proper 3D Contra game It packs similar weapons, such as homing missi es and threeway cannons, not to mention the same nevertake-your-finger-off-the-trigger action. New twists include the ability to power up individual guns, al. of which drain an energy bar sitting at the screen's bottom (OK, so you'll want to take your finger off the trigger some times, to let your gun recharge). Otherwise, Assault is a straightforward cruise through nemy-crammed stages so devoid of strategy, you'll soon enter a stupefying shoot-everything trance. It's not al. mind ess high jinks, hoverbike stage and a couple of evels that nave you fleeling from fireballs keep things rom getting too repetitive. Beating the game opens secret codes and such. And the Twoplayer Mode is really the only way to play if you have a friend handy. St II, Assault lacks the personality and coo. Bosses to be menoned in the same sentence as old school Contra, although it'll certa nay scratch any ch for braindead shooting action. Crispin

Assault may be short on strategy, but there's something mildly satisfying about shooting everything in your path. Destroying giant nsect-things takes up about 80% of the time, while the overly easy Bosses take up the other 20%. The weapons are good (can nons, shockers, etc.), especially with the kicl of the Dual Shock, yet the repetition withoutstimulation can become fir ng. Assault's not had but it needs more denth Dean

Obvious y, Assault borrows a lot from the old Contra games. Unfortunately, like so many games of this nature that have comout fincluding those with the Contra name attached), it falls short of giving us the same feeling the classic Contras gave. Assault may have sould graphics and throw a good amoun of flashy action at you, but it's just too simple. You could eas ly beat this one in one night's rental it's too bad, really Shawn

Stay far away from this game if you hate cheap, unavoidable hits, Assault is a scrolling shooter in the trad tion of Contra complete with gun-toting mercenaries blast ing aliens. The bad part is that they can tag you no matter how good you are at the gam-To make matters worse, later stages feature obstacles that will sap character lives as we as your patience. The shooting action is sti fun, but the ski i factor is lacking.

Sushi

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Two-Play

Too Easy

At Default

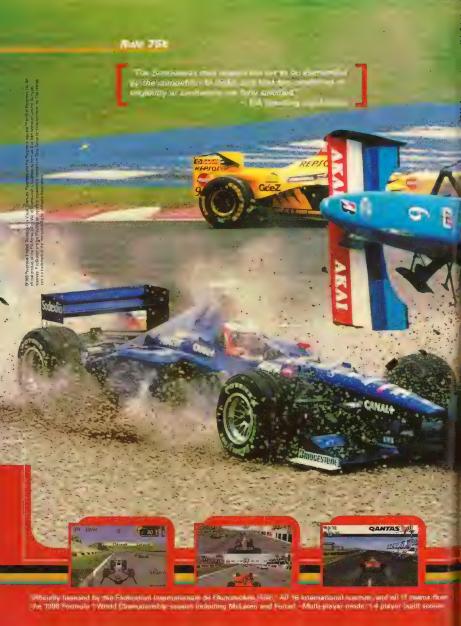
don't agree with Sushi on this one, i think Backstreet is the superior pool videogame this month, it's much easier to get into and has so many more games than Pool Hustler The ball movements and cue stick p acement are more real stic (the ba, s roll into the pock ets better and the stick adjusts according to what's in its way). Aim ng, nowever, can be frustrating. You'l, miss a few because the bal gu de leaves too much room for error. Dan

Backstreet combines a pool sim with a goofy Story Mode to create one cheesy combinat on. The story is a bit much -you must find your dead father's stolen que stick, etc., but the pool portion of the game isn't bad. The physics are good, although sometimes ques tionable. The graph is are nothing greatkind of chunky and nondescript. Overall the controls and functions are easy to learn so st playing 8-Ball is pretty fun

Now here's a good game of poo. with a little story to boot. Backstreet Bill ards has solid physics and a very intuitive control interface There are a decent amount of play options with an amusing 'f not shallow Story Mode So how does it stack up to Pool Hust er? It's not as pretty or polished as that game, but BB is still a highly enjoyable game of pool If the Story Mode was deeper and a little bit tougher, it could have been the best. Sushi

Developer: Argent Featured In: EGM #11

want to I ke Backstreet B Liards, but can't it just isn't accurate enough for me. Let me explain: My family had a pool table and I played it a .ot in my younger years, so I like the actual game quite a bit. And no, I wasn't some snot nosed rich kid. The table we had was used - one that my Dad kind of rebuilt. Anyway, that's not important. First, it 's way too hard to aim in BB. Since 't's a pool sim, you'd think the game would accurately repre sent how it feels to aim, and then how the balls react to your hit after that. For the most part it doesn't. In addition to this, the Al opponents are annoyingly good, which sometimes makes the game seem downright mpossible. In the Story Mode, certain players say something I'ke, "This is my first time playing, I hope I win Wow " And then, of course, they sink every ball on the table using professional-looking bank-shots, spins and other fancy techniques - and they win Bes des the whole poor translation thing, the dialogue is inaccurate of the characters you meet up with are supposed to be hustling ou, it doesn't come across that way In the game's defense, taking a snot at any of the numerous play modes against a friend or friends < a ot of fun. In that sense, t truly represents pool ..wetl-except for the aiming ning. Rent this one first to be safe Shawn





Developer Hudson Featured In: EGM #109

Of Play

best feature:

A Lot Of Cool

Options

Worst

Isometric

www.atlus.com

How typical. The PlayStation gets its first Bomberman and they force in a little taste of 3D. When wil, the good folks at Hudson Soft learn? Bomberman games are perfectly fine from a top-down, 2D perspective! Objects on the screen tend to get in the way in this 3/4 isometric view. Sure, 't doesn't sound like a big deal...until you run into an enemy or a bomb h ding behind a tal, tree A.so, a s gnificant chunk of the upper-right and lower-left corners don't fit on my TV screen, because of this same stupid perspective. As my friend im Cordano sarcastically stated after losing few lives in those 'nvisible and deadly corners, "Here's a tip. When designing a game, make sure the playing area is visible." Some of the multiplayer stages are also poorly designed - some are asymmetrical, others have floating platforms that again, obscure a good portion of the playing field. On a positive note, the game has several great options I ke getting to pick what power-ups will show up in the Maniac Mode or picking a starting set of powers for the Challenge Mode But disappointment sets in again when you real ize BW only has one stage for each of those two coo modes. This game isn't bad at all fo a multiplayer PS title but it is certainly a major letdown, considering its lineage. Supe nd Saturn Bomberman are more fun

Bomberman World is closer to an oid school Bomberman game than other "3D" updates ve seen The one-player game, as you'd expect, a fun but mostly mindless, with bosses that'll drive you insane. Ob- ously, the Multiplayer Mode is where this game the most fun Infortunately, the three-quar ter perspective makes seeing some of the bomps a bit tricky. Overall, i'd recommend a east a renta... finot a purchase Shawn

Yawn Hudson's beginning to get on m nerves. They're milking the Bomberman franchise to death, and as a result, we're getting totally stale, unoriginal titles like this one. Bomberman World is uninspiring to say the least, with completely generic stages ame Bosses, and a "3D" viewpoint that does nothing for the game aside from making it look a little flashier. The game's only saving grace s, of course, its Battle Mode John R

Why mess with something that's pretty perfect? And why insist on giving the graphics "3D" tilt, by skewing the screen into an iso metric layout so loony that the corners don't fit on the screen? As both a one-player and a multiplayer game, this is another sad attempt at spicing up Bomberman, II' ect , playable, but unnecessary. Battle Mode is fun, but again it's been screwed wit

o the point where it doesn't work. John D

BUSHIDO BLADE 2



Developer: Lightweight Featured In: EGM #112

약함

Feature:

Lost Some Cool

The First

Patience wil, be rewarded. I was init ally dis appointed with the sequel to the highly original nal samurai slasher. The characters are beefer, but the overal detail in the environments took a step back. The fighting mechanics were simplified to two buttons and the music s much more sparse. These seem like pretty big drawbacks until you consider what was gained over what was lost. The environments are definitely smaller, but they still allow for plenty of running space while focusing on the act on more effectively. The details in the characters' clothes and weapons are much more not ceable. The simplified button schematic eliminates unnecessary s'ashes and separates the individual styles of each of the characters and variations of weapons effc ently. Last, but not least, the ambient sound has more moments of silence than the original You don't know how effective this is until you hear a single bird chirp break the silence of an intense match As much as I admire/a.l that was gained, there are still a few things that are sorely missed and were not replaced You can no longer take out an opponent's leg or fight crippled from the ground You also will not be covered in bandages when injured. Still, there are lots of hidden chara ters to find and many modes to try and con quer. Don't over ook this one Sushi

A though the novelty of its gameplay has wors off a bit, Bushido Blade 2 is still an ntriguing fighter Its tweaks -name v. simple fied control and easier blocking put a fresh spin on the fighting engine, and I prefer the new control system to the o.d. The graphics on the other hand, have taken a step back ward. The arenas, all of which are smaller, suffer massive pop-up and ook blah. o aver Mode is a bit too easy, too Crispin

In sone's odd. On one hand you can wrest e with the complicated moves system that allows you to shift stances and adjust your center of balance, while on the other you can whiz through the one-player game in minites, It's an admirable change from run-ofthe-mill fighters, but there's an awful lot missing like any challenge It conveys the eel of sword fighting very well, but only the P games could be considered fun. **John D**

maving not played the origina, Bush do Bladi very much, I was looking forward to getting into BB2. Unfortunately, while some of the concepts are great, the overall game fails to impress me. The environments are way too imited (they were cooler in the original), and despite the obvious depth in the game's fight system, it just isn't all that much fun to play it's not norrible, but I was really hoping for omething more substantial John R **COOL BOARDERS 3**



Publisher: 989 Studios Developer: Idol Minds Featured In: EGM #111

mber Of Play

Best Feature: Nice Graphics

forst Feature: Lack Of Structure

A though Cool Boarders 3 looks incredible, it suffers from an unfriendly trick system, inaccurate hit detection and an overall lack of gameplay. It's not a terrible game mind you, it's just not that great. CB3 is definitely a few steps above Pro Boarder from ESPN, but hon estly, that's not saying much. The intro, inter face screens and art sty e are done really well, except they look a lot like every other snowboarding game out there. I enjoy the number of events, characters and moves in the game, but then i try to control those char acters and do those moves and it all falls apart for me. Using the shoulder buttons regular buttons and the directional pad to pull off a move can be tricky as hell. In addi t on, trying to still come in first with a good number of trick points is crazy. In fact, the computer couldn't even do it in the game's demo! The nit detect on didn't make doing moves any easier. Sometimes i'd barely touch a rocky patch and totally bail. Other times I'c ump up to ride a rail and just tumble over, even though I was lined up right. The first Cool Boarders and CB2 had more of an arcade-like feel. Infortunately it's been kind of lost in CB3. Overall, I'd buy this one before Pro Boarder (if Pro Boarder is still coming out, that is) but I'd sooner just rent it first. Be aware it has some problems. Shawn

own a pair of baggy trousers. I can appreciate inat Shawn's Stussy snades are pretty cool. don't, however, appreciate the inspirational "cool" of snowboarding. The third "Cool" Boarders is just like the other two, only now you can hit your opponents Road Rash style and the graphics are a bit better. It's a racing game with tricks and it's got nice Dual Shock rumblings. But it's ust another snowboarde and it's hellishly boring. John D

As a new build, CB3 has been juiced up with plenty of new tricks, tracks, characters and boards That's all fine and good but it still seems like performing tricks is too easy Unfortunately it sets a lower standard to the game overall A bit more challenge and reward would be nice. Otherwise the game play and graph cs are the best yet. The punch opt on is good for a laugh as well. CB3 cou.d keep you occupied for a long time. Dean

Yep, it's another snowboarding game, a righ Cool Boarders 3 may be from a new develop er, but the same-ol', same ol' gameplay is getting kinda stale - despite the load of new tracks and simplified tricks system. Still, fans of the last game should be happy with the tight control, huge quantity of trick combos and challenging (e , tough) competition. I don't see the point of the new punch mov hough; it rare y comes in handy Crispin

Of Players:

Best Feature: The

Dragons

Worst Feature:

www.jaleco.com

Publisher: Jaleco Developer Jaleco Featured In: EGM#317

Dragonseeds is a great example of a bad monster-breeding game. Just like any other breeding title, you must raise your monsters to be petter fighters. The battle system is completely random and consists of you trying to guess what the other creature will do. There is absolutely no skill in this, and having a strong monster increases your odds of doing more damage at best. There are only a handful of minigames to strengthen your creature, and it's very frustrating to spend hours building up your monster only to leave y ctory in the hands of total luck. There is no story to speak of and the battle mechanics are very weak and lack depth. The graphics are subpar as are the character designs. The game is also very small and limited in scope, with only the one town and nothing to do in it but buy items, play one of two minigames, and fight. It seems like there could've been so much more to Dragonseeds, which would've made for a potentially interesting title. A better battle system would have gone such a long way in salvaging an otherwise lackluster game. As it is, it's too simplistic and wouldn't even be compelling enough for a younger audience Overall it just doesn't feel very well thought out, and it isn't fun at

I enjoy exploring Dragonseeds' complicated oner workings and exper menting with the b zarre dragon types. Too bad the rockpaper-scissor-type fights make for some ter ribly repetitive fights. And the Vs. Memory Card Battle, which could've been an excellent feature (because it generates dragons from any saved game file, like Monster Rancher did with CDs), is useless because you can't se your creat ons in other modes. John D

all-just a quick fix to try and cash in on the

new raise-your-own-whatever craze Sushi

A monster raising game can be fun, if the gameplay is implemented properly. Dragonseeds has some cool points, like nien ly of weapons and items to use and a deep evolution system. This could've been a really addicting game. I almost saw myself playing it long beyond this review period. But the weak guessing-game combat system kills what little excitement was here. Plus, the PU is suspiniously good at guessing...

The more , p.ay games like this, the less like tnem That's not Dragon Seeds' fault though You have to be into the whole Tamagotchitype thing to really appreciate raising a creature from birth but I'm not. So in othe words, this game isn't going to convert you into a creature-loving kind of person if you're not already. If the battles made more sense and the dialogue was of higher quality, I may ave liked the game a bit more Shawn



Publisher: GT Interactiv Developer: n-Space Featured In: EGM #110

Early on, Duke Nukem Time to Kill looked ike thad potential. The game has Tomb Raider esque exploration and gameplay elements mixed in with Duke Nukem's traditional take me-as-I-am attitude, numor and bad ass action. How could you miss? Easy. Make everything stuggish. We're talking the action, the controls, the movement...everything. For example, you can't move right away after Best Feature: Lével Designs landing from a standing jump (not only that, but the jumps are real floaty). With analog, Duke has a slight delay when switching from a walk to a run. Running into some walls can stop you cold. Turning is slow. Etc., etc., etc. A Lof these complaints are pretty minor by themselves, but put them all together and you get one very messy game. Try jumping around platforms or running around tight cor ners-you'll see what I mean. Too bad...the could've-been-fun Two-player Mode is all but completely ruined because of these poor con tro.s. The only thing that kept me sane while trudging through this game was my wanting to see what the next stage looked like, Each level looks great and is a lot more interesting than the average themed worlds of other action titles. Nevertheless, if you're looking for a great Duke Nukem game on the PS.. get about it. This is stinker #2. Time to Kill offers nice graphics...that's about it.

OK, so it's Duke meets Lara. And ye of the textures are slight, v pixelized. And yean, I found myself getting stuck on walls and other objects at times. Still, the game ooks and plays really good. It has that fun 'Duke Nukem" feel we al, know and ove There may be some humor thrown into the game for good measure but even without it Time to Kill is solid. The lackluster Two Mode is a major disappointment

The fact that one of my favorite bands, Stabbing Westward, provided the soundtrack for this kind of helped things along right from the start. Aside from that though, the game does manage to sustain the whole Duke vibe pretty well. The graphics are perfectly OK (f not quite Tomb 3-caliber) and the levels are large and well designed. The controls are a bit sticky in places, but it's certainly b than some other games to s month. John D

Hmmmm, 'm not sure like Duke nithis over- the-head adventure format. Sure you can perform neat jumps and climb stuff with out going cross eyed, but it just doesn't seem enough like Duke. The attitude seems to be a bit tamer too. Time to Kill does offer a good challenge and involved play. The graphics are a bit on the grainy side and the sound is just OK. The really sore spot is the choppy frame rate. Duke fans should rent first Sushi

Publisher: GT Interact Developer: Rage Featured In: EGM#110 fee, a little sorry for this game. Dead Ball

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Bit Of

A Lean

DEAD BALL ZONE

Zone's fast, fun and slick-looking, not to ment on highly reminiscent of the Amiga class'c Speedbail But with future-sports games being a bit of a cold fish to most playersand with so many high-profile PlayStation titles (MG5 ever hear of it?) on the waythe lot of you probably won't give DBZ a secand look. Trust me - it deserves it. With its Feature: J.tra-fast gameplay and over the top violence (so violent, some players actually vomit), DBZ s both exciting and addicting-especially **Building Custom** when in Two-player Mode. The game does take some getting used to. Although you can choose from several camera angles, the action moves so fast sometimes that the ball gets lost among the cutter of tiny players. Control is tricky, too, since every button on the joypad is used for something. And mas-Teams tering the combos takes a lot of effort. But once a figured everything out, I really got into DBZ, Management Mode is surprisingly deep, etting you build custom teams you can pit against those of other players. This mode has you training players, experimenting with for mations and healing injured athletes, if such activities don't exc'te you, however, you're in a bad spot here. You really need to tweak your team from time to time if you re gonna make it far in the leagues Crispin

ve aiways en oved futuristic sports games Dead Ball Zone is one of the petter ones in this sparse genre. It plays like a vio ent mix of soccer and hockey (aren't they all? This game looks fantastic with its silky smooth animation and nice lighting effects. More importantly, DBZ treats itself like a serious EA Sports game - you can custom ze and save your team through a season and take them to a championship. Nice feature. Dan

I was a really big fair of the Bitmap Bros classic Speedball 2 and Rage has done ar exceptional job of capturing the simplicity of and updating this great future-sports game Normally this kind of thing is overly complicated but the basic gameplay of DBZ makes it easy to get into and especially good fun as a two-player game. It's not a "c assic" or anything, but it's a more than competent tit of hat's a bit different. John D

his futuristic soccer-like contest has i moments as a single-p.ayer game, But for the most part the Al opponents are pretty hard to peat. U.timately two-player is the only way to play this game. The fun comes from smackin' your opponent to the ground as much as pos s ble. Whatever you can't do in a serious sports game, you can do here-it's fun. But ven so, only marginally fun. I wouldn't get too excited over this mediocre title.

Worst Feature: Control

Shawn



Developer: Kalisto Featured In: EGM #110

Of Pla

Best Feature: FMV Taken From

The Movie

Crispin

suppose it's only fair that seeing as now l wrote the long review of Metal Gear Solid, the PlayStation's best game I'd have to write the long review of The Fifth Element, the system's worst. This thing is horrid in every respect, a painful fact that becomes clear after a minute of play. Lousy control is the main culprit here. Using a modified version of the already flawed Nightmare Creatures' engine, your on-screen alter ego (either gun-happy Korben or martial artist Lee.oo) are way too floaty with their jumps and much too sluggish when turning. Even worse, you have to worry about multiple but ton combos to do simple things like blocking or walking slow.y. Enemies are incredibly cheap, often getting in several sucker punches before you can dodge or counterattack. At the same time, they're incredibly stupid, too. Most baddies aghere so strictly to their scripted routines they don't even react when you shoot or punch them Puzzles are a l of the braindead, co.lect-item or hit-switch-and watch-door-open elsewhere variety. Awkward camera angles pop up constantly Cripes, the game's even glitchy; sometimes the sound cuts out, and you', discover a delay betwee when you fire your gun and the joypad rumbles Only the FMV is worth watching, but that's why I pay for cable.

Come on...you have to be kidding me. Being a fan of the movie, I thought maybe the game translation would be fun. I was wrong .. dead wrong Terribly awkward control, a poor excuse for a camera and some of the lamest puzzles I've ever encountered plague The Fifth Element. The game doesn't fee right, and most importantly it's just not fun Leeloo looks pretty good though. Overall, don't buy this game you'l be mad if you do Shawn

Oh man, right off the bat this thing suffers from really bas control. The combination of the "follow-cam" and Corben' and Leeloo's limited mobility make for one frustrating experience, Major sound problems too often gunfire noise will cut-out during battle As for the story—accomplishing all the object t ves is made twice as hard due to the crazy sweeping camera view and wacky gamepla t can be done, but what's the point?"

a little odd when developers choose to break fundamenta, rules of action/adventure games? Bad character control, confusing button layout and a choppy frame-rate all conspire to make The Fifth Element a forgettable experience. Contrary to what some people may believe, it's no fun getting hit automat cally and from enemies you can't see And I thought watching Bruce Willis in an orange

Developer, Arc Systems Featured In: N/A

Now this is a real surprise. I won't say Guilty Gear is the best 2D fighter on the PlayStation (Alpha 2 is still preferred), but it's easily number two. The animation quality displayed is nothing short of awesome succeeding on the PlayStation where Marvel Super Heroes and X-Men vs SF failed. The action is fast and frantic with a nice amount of technique. The music and sound effects are very cool and it's all put together with some nice screen transi tions. I'm not crazy about the instant death move which is easily avoidable by later stage computer opponents as well as human players. It's not like Tekken where it can take you by surprise since the entire screen tints red, leaving you more than enough time to perform the counter move. Another area of con cern is the balance of the characters. Some characters are just way too cheap and powe ful. You'll figure out just how powerful when playing the higher difficulty levels. That said, Guilty Gear is an impressive effort and is sure to please. Be warned that play mechanics wise, it's in the "wild" X-Men vs Street Fighter/Marvel Super Heroes-style of fighting, with super a r jumps, high-flying combos and exaggerated action. If that doesn't both er you too much, you should defin tely give Guilty Gear a try. Otherwise, try to rent it first to see if it suits your tastes Sushi

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When first heard of Guilty Gear, I was pretty excited. Could it be? A worthy 2D fighter other than my beloved Street Fighter series? Wel, a most. The visuals are pretty impress've. Guilty Gear fills the screen with great effects with a tolerable level of slowdown. But found a lot of the fancier moves to be too hard to pull off effectively and a lot of evel three attacks to be too powerful. Pretty cool...but this is no Street Fighter II. Dan

wanted to I ke Gunty Gear, but I just can't get excited about it, no matter now hard I try The cookie-cutter gameplay is uninspiring, and the s owdown, while somewhat minimal for a PlayStation fighter, still gets on my nerves. The character designs are OK (nothing mindblowing), and the animation s pretty good, but on the whole there's not enough depth here to keep true fightin fans satisfied A solid renta. John R

Guilty Gear is a decent fighter with a number of cool-looking characters and lots of flash. Like most of the killer combos in the game, except one that literally is a killer an incredibly cheap one-hit kill with unlimited usage. Luckily it's blockable. Seasoned fighting game fanatics most likely will not like GG's insulting simplicity but newbies will dig all of its snazzy v sual treats and easy-to-pull off Street Fighter esque moves.

Publisher: Accolade

Developer: Mindspan Featured In: EGM #112

The Hardbal, series is one of the longestiving videogame sports franchises out there that has yet to break out into a c assic. I'm afraid that's not going to change with this year's version, Hardbal, 99 updates the look of the series and tries to catch up to the cur rent efforts from 989 and EA Sports, but the problem is that they're still playing catch-up with last year's releases. Everything from the character builds to the play calling seems dated and would have been average-at-best a year ago. The most crucial area of a baseball title is the pitcher/batter confrontation The p tching options in H99 are limited and predictable, while the batting interface is unrealistic. It's just silly to choose an option to hit an opposite field hit and be able to do it 95% of the time. Not even Tony Gwynn can manage a feat like that, Speaking of hitting, the feeling you get from connecting with a ball is very disappointing. It's hard to judge the pall trajectory until the ball is well into the field, making it difficult to manage runners who are already on base. And then there's the sound. The announcer sounds choppy and most of the sound effects seen off. If you want to see how much impact it has on the game, try playing it with the vol ume down-it's better!" I think it's time for Accolade to start over from scratch. Sushi

Ouch, Believe me, take no pleasure at all in dogging the efforts of hard-working game developers, but I really can't think of a single reason why I'd recommend Hardball oo to anyone when there are three far, far superior baseball games already available for the PS The graphics and animation are awful, the sound effects are nideous, and the gameplay, while not a total failure, is pretty darn weak Dan't even bother renting this one. John R

Ln.ess you're really into stats, you mig want to rook elsewhere for your baseball action. Hardball 99 has more than a few problems. The frame-rate s far from smooth, ne animation is terrible at key moments mainly patting), and the all-important hitting interface is maccurate at best, which really hurts the gameplay. The Al.-Time team which noludes Ruth, Jackson/etc. (\$ cool but overa l his one is only so so. Dean

'm really not much of a baseball fan, but even I can tell a stinker when I see one. Ad you need to do is stick this, Triple Play 99. MLB 99 and even VR Baseball 99 side by-side and let the compar'son speak for itself. Hardball 99 doesn't hold a candle to any of these games, eitner visually or from a game play standpoint. What else do you need to hear? Save yourself the trouble and go with one of the aforementioned games. Crispin

nirt was unpleasant...geez Pass.



Developer: Infogrames Featured In: N/A

Why is it that whenever we're told that "this is actually aimed at kids," what that usually seems to mean is "we were working on this for ages, and then we realized that it sucked, so we changed the marketing spiel so that it's aimed at kids...because kids can tolerate stuff that sucks more "Lucky Luke is being touted as a "kids game" and guess what? It doesn't suck anywhere near as much as you'd expect. It starts off pretty bad I'll admit - sticking a slow, dull, tedious and boring platform section right stap-bang at the peginning is enough to put anyone off, but persevere and you'll find that it improves As you can see from the screenshot, Lucky Luke is a cowboy sheriff, and all of the gamep.ay centers on particularly cowboyish stuff. Chasing trains on horseback, shooting at pad guys and, for some reason, blowing up stuff with dynamite. Although aimed at kids, it has to be said that much of the gameplay is prob ably far too simple to stimulate most young, videogame playing minds. If you've ever see a 6-year-o.d completely cream an experienced gamer at something like Texken, I'm sure you'll know where I'm coming from Strl...cowboys have been ignored in v deo games, so at least this is original. It looks quite nice too-and it's only \$20. Not the greatest, but definitely not bad John D

Yes, I know this game's geared toward young sters, but I imagine even kids would find most of Lucky Luke's levels a bit on the boring side-especially during the first half of the game. Aside from the decent mine-cart levels and a few cool bonus games, most stages are so simplistic that you can nearly play them with your eyes closed. Of course, you did that, you'd miss out on the graphic which are LL's only strong point Crispin

If I was much younger, Lucky Luke might have done more for me. Imagine a world where Woody from Toy Story might live. That's Lucky Luke. Admittedly, most of the puzzles and action sequences are quite original na., easy to get into and most importantly fun. The game, in most cases, is REALLY easy. but it's still a good time Overall, look into Lucky Luke either for your kid, if you're a kid or fyou like lucky cowboys Shawn

Lucky Luke it's geared toward kids and it'l. only cost \$20. I think we're into a new genre of games here. I didn't want to, but I found myself enjoying the simple yet engaging levels in LL. The cartoony atmosphere and cheesy characters are tailor-made for the kid dies. Some of the gameplay is a bit c unky (Luke walks way too slow) and a few levels may be too tough for very young gamers bu overall 8 to 12 year-olds should dig it. Dean

er: Sony Computer Ente

Developer: SCEE Featured In: EGM #110

In a mostly duil world full of prown and/or sickeningly colorful 3D action adventure games (thanks to Johnny England for that one) MediEvil comes along and gives me hope Besides having excellent 3D graphics and a speedy frame-rate, MediEvil gives me the feeling I used to get while playing Ghouls 'N' Ghosts. OK, maybe 't doesn't play that good but it still kicks ass. MediEvil's solid gameplay makes you want to keep playing level after level, finding all of the secrets you can, in addition, MediEvil has one of the coolest main characters around. Sure, he has a Skull Monkey-esque look but the whole fraud/hero thing and the way he talks during in-game cutscenes more than makes up for that. In fact, all of the voices and dialogue in the game are pretty sweet-funny but not obnoxious And while we're on sound, the music in MediEvil (besides just being done wel, 'n general) Its the game perfectly All of these features add up to give you a solld and fun gaming package one that you'll undoubtedly play again and again. The only problems I see are the camera going screwy n some places not allowing you a good view of what's going on around you and now easy some of the Bosses are (as cool as some of them look), Still, MediEvil is one to check o at-I'll put my money into it Shawn

Med Ev I's cool Nightmare Before Christmas look is one of the game's strong points, while the swirling camera angles are definitely a weak point. I'd classify the game as an action/RPG "light." Light because the battles and puzzle solving are on the easy side as is the overall objective of the game. No doubt It's a sol d package but it's definitely geared toward a younger audience That's fine as long as you don't mind Dean

Feature: Screwy

Although 'm getting fed up with these cutes-3D action/platform games, MediEvil packs enough puzzles, weird weapons and, for lack of a better term, "meat" to its gameplay to keep me interested until the end. You get cool mix of indoor and outdoor levels. Some stages - particularly the floating ghost shipare damn near amazing. Analog control's touchy, so you're best off going digital on platforms and narrow ledges Crispin

On the surface, Med Ev I looked we a bland action title. I'm pleased to say that it is quite entertaining and reminds me a little of Gnouls 'N' Ghosts. The action moves along at a nice pace and the weapons your character uses are fun to use. The story is guite funny although it seems forced at times. The music is appropriately gotnic and mixes well with the action on screen. You'l, either love thi game or remain indifferent to it. Sushi



Developer: Konamı Featured In: EGM#112

Forget everything you know about the term "interactive movie" That tired, perennially negative concept has been singlehandedly redefined and made respectable by Hideo Kojima's Metal Gear Solid - easily the most cinematic masterpiece of game design on any system eyer. Like an excellent action flick, MGS intertwines fact, fiction and humor (it frequently pokes fun at itself for being a game), while weaving a multilayered to e that right to the very end packs more twists than an entire season of the X-Files. You'll find no shortage of innovations, either, the game's use of the Dual-Shock, memory card and, er .. other things (no spoilers here) will astound you. And so will the gameplay, which s crammed with one heartstopping nea encounter after another (waiting for elevators to open, with guards patro.ling all around you, is one of many pee-in-your-pants moments) Yet MGS's greatness is painted as much by its tiny, fine brush details as by its broad strokes of gameplay excellence. Look for maggots writh ng in bathroom muck, scurrying mice and innumerable other graphical details, as well as plot nuances that only become clear once you've beaten the game In fact, you'll want to replay this 14-hour adventure just to relive its story, not to me tion see the second ending, Crisnin

Unbelievable, Metal Gear Solid not only lives up to the hype, it surpasses it in every way maginable. From beginning to fantastic end, MGS is loaded with incredible plot twists, spectacular gamep ay and one of the best stories 've ever been fortunate enough to experience. I haven't felt this kind of overall satisfaction with a game since the glory days of the SNES (Super Metroid, Zelda etc.) An absolute masterpiece. John H

Metal Gear Sol d s simply incredible Maybe "ncred ble" isn't strong enough an adjective here. this game is so full of innovation, so full of surprises, so full of fantastic des gn. that compliments don't do it justice. You'll have to experience MGS to understand what I mean. This masterpiece deserves all of thi hype 't received. It's realistic and gritty, but it never forgets that it's a videogame. Here it s the first "10" ever in my EGM career. Dan

Part action movie, part action game, the dynam cs of MGS wil. blow you away. It's so much more than a game-it's an experience. Technically there's nothing better on the PlayStat on, the story is one of the best you'll ever come across and the sense of drama and emotion conveyed throughout is unbelieve able. Seguing seamlessly between frantic action and tender, y scripted moments makes t a joy to behold. Buy it Now. John D

Game

John D



Publisher: Electronic Arts Developer: EA Canada Featured In: EGM #112

yers: 1-8

Great

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Feature: Sluggish Frame

As much as hate to say it, i'm a little bit disappointed with NHL 99. Overall, nearly everything about the game has been slightly mproved over NHL 98. The A is smarter, the goalies are tougher (those trick plays are a ot harder to execute this year), and the TVixe presentation is even better than it was ast year. There are more options and features (the Coaching Drills, while simplistic, are very useful), a new shot meter (which, to be honest, isn't really necessary), and analog control (which is far, far more precise than Face Off 99's analog control). Pretty much everything that made .ast year's game so great is here in even better form; except for one major problem. Oddly enough, while the ice looks much more detailed than last year, and the players both look better and animate better, the frame-rate took a major, major hit

I don't know about you, but I'd sacrifice non-crucial stuff like ice detail for a blazing frame-rate any day. One of the main reasons NHL 98 was so great last year was because of its 5, per-fast, hard-hitting gamep a,, and for some incredibly stupid reason. EA let that sup away this year by botching the frame-rate teven on All-Star difficulty, it's not as fast as NHL 98) If you can dea with this, you have another great hockey game, Persona.... think .'. I stick with NHL 98 John R

NH. 99 is this year's hockey champ on in n yes. Everything about it is well-done. Along with the strong gameplay and fluid animation, the play-by-play commentary is amazing, it follows the action on the ice down to the second. The difficulty levels and opponent A are neatly balanced as well, although sometimes scoring comes a little too easy (or any level). That possibly could be a goal eakness. Overa La great game Dean

What happened? My beloved NHL ser es took a serious dive in the frame-rate department EA Sports seems to always have a problem in this area, but 99 actually runs worse than 98 If you can look past the chop-chop, you'll still find a very solid hockey game underneath. NHL 99's passing is a bit too accurate and tight, making this game a lot easier to get into than NHL Face Off 99. Still, I can't get past the crappy frame-rate Dan

Last year, NHL 98 ruled the roost with equal parts simulation and hard-h tting action. This year seems too heavily weighted toward the simulation end. The action moves extremely slow which wouldn't be that bad, but the an mat on is choppy making for an unfulfilling experience. The commentary is st. I top-notch and the overal, ambience is second to none The ist of new features isn't nearly enough to make up for the loss in playability. Sushi





Publisher: 989 Studios Developer: Killer Game Featured In: EGM#112

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Best

Feature: Fast

Gamepla)

reature:

Questionable

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Slowly but surely, 989 is froning out all of the problems with the Face Off series. This year's game may be only slightly improved in the visual department over last year, but the Al and gameplay are very noticeably enhanced. The goalles aren't complete morons anymore and (for the most part) the players react more realistically in given offensive and defensive situations. Sometimes it seems like the CPU goalies have an unfair advantage, but once you improve your defensive skills, that actually makes for a more challenging game anyway. Aesthetically, FO99 is up and down. On one hand, the game is super fast, and quite smooth too. The ability to adjust game speed is nice (and important, since the default speed is way too fast for anyone who's into realism). On the other hand, the animation is a bit on the weak side (only at the slowest game speeds do transitions look right), and the sounds, while certainly improved over ast year, are still lacking (play-by-play is nice, but it still doesn't touch NHL's). Contro s odd, too, I usually prefer analog control, but in FO99, it's not nearly as precise as it should be (it feels way too stiff, making ro tine things I ke crossing in front of the net or anding a check way too difficult) On the whole, I like Face Off 99 (it's about time), but t's still not 'ne best hockey game John R

As NHL 99's on y real compet tion, Face Off 99 is creeping up. t .ooks great - the extra polygons have really spruced it up Plus it's nsanely fast! Luckily a game speed control ets you adjust But compared to NHL 99, Face Off suffers from stiffer animation and a weaker checking system. Yet, at the same time, its Al players are always able to wrech you ? Seems unfair. Plus, scoring goals over v tough I'll stick with NHL 99,

This year's Face Off is impressive. The drop pass works well, the passing is way tougher than in NHL 99 (which makes it more realistic in my opinion) and the animation is smooth The game can be hard to follow because the puck moves too fast and the high ights underneath active players are too hard to s on the ice. The goalies can get pretty retarded, leaving the net too often and ignoring threats that are only a foot away. Dan

Fo. owing the impressive GameDay 99 is the atest installment of the Face Off series. This t me out, the graphics have been pumped to even higher levels with great character ani mations. The presentation is pure TV-style, and the screen scrolling is handled very smoothly. On the down side, the commentary sn't as good as NHL 99 and you have to drink a 24-pack of Jolt cola to keep up with the default speed setting Hyper. Sushi



Publisher: Psygnosic Developer Psygnosis Featured In: EGM #112

Remember when Psygnosis used to be really hot stuff? Something has nappened recently, and O.D.T. is a perfect illustration, in a month where we've extens vely played games like Metal Gear Solid and Zelda, it becomes so annarent that the bar has been raised in game quality. O.D.T. suffers at many fundamental levels, with its most pressing probiem being control; it's nothing short of dire. There's a bizarre time-lag between the loypad and what happens on screen, and the way that the whole thing has been thought out ust makes it look like it hasn't been play tested. The combat system is suggish and frustrating, and while exploring you find yourself frequently failing to your death because you couldn't see a stupidly placed hole in the ground. The camera system is a joke sometimes it floats Tomb Raider style, and sometimes it's fixed in such a way that all of your controls end up the wrong way around And the graphics engine sucks. Polygons and tex tures tear, warp and make things very confus ing The fact that the game is so amb tious falls by the wayside Yes, there's an effective magic system in there. Yes, there are different character attributes that allow you to enjoy the game in different ways But it's nasty, I could get into the whole Jules Verne vibeit only if it was playable Yuck.

This is so annoying How can a game with such awful controls possibly make it through any kind of quality check? Playing with the analog controller is practically impossible. and even when you do get to grips with the stupid quirks you end up falling off ledges and down holes Stuff like this makes me so mad. The graphics are slow and choppy, and frankly it's such a below-average game it'l, a orgotten in no time. Crispin

actually found that travelling to the hosp ta to have my append'x removed was somewhat more appealing than spending some time with O.D.T. You can see that the whole thing is very ambitious, and it sets out to establish a certain style with the whole Jules Verne gig-but it's not that appealing. The different character classes make for some var ety, but they're ail real pigs to control. And why is the frame-rate so bad? Dean

've said it before, "Psygnos's used to be the s***," but yet again they've messed up I can appreciate how ambitious this is but underneath it's a second-rate 3D act on game with detusions of grandeur Graphically it's extremely poor with some terrible gitches, but more importantly it's a pig to control. The story line is commendable, and the more RPG-like elements are a nice addition, but i timately it's just a bad game Dan

RUNNING WILD



Publisher: 989 Studio: Developer Universal Interactive Featured In: EGM#112

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Best Feature: Speedy Frame

Rate

Worst Feature: Childish Look

And

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www.playstation.com

Kids will love Running Wild as soon as they start it up. Here's why: The game's fa rly easy, it has bright, colorful graphics in every level and the cast consists of all sorts of cool-look ing animals, both male and female. It's kind of like playing an episode of Barney, except not as dopey and there aren't any annoying k ds or dinosaurs around. The graphics are pretty decent (with an incredible frame-rate), the contro. is very easy to get into and the overall fee, of the game is tight, Running Wild is quite fun but it's not what you'd call an intense racer. Take a game like Mario Kart on the N64 for instance. Although Mario Kart's characters are about as cartoony and cute as they come, the racing aspect of the game can get intense Running Wild on the other hand (even though it can be difficult at times) doesn't really get that intense Instead, you pray through the game, have a good time but then realize you finished it in a day.. maybe two at most. There may be a lot of secrets you open up after beating certain levels of play like options, tracks and characters etc .- but even that stuff doesn't last long With that said, if you like a more childish gaming experience, or have k.ds. or are a kic for that matter, look into Running W ld, It's not the most incredible racer in the world, but it's fun for what it is. Shawn

If you can somehow muster interest in a rac ng game starring annoying animals, you just might like Running Wild. Although I wish it offered more tracks, the ones here pack plen ty of tricky bits and shortcuts, giving the game more depth than its for-kids-only appearance leads you to be ieve. Stu., many tracks are too similar to each other, and the power-ups are flat-out lame. At least y get a smooth Four player Mode Crispin

Running Wild had potential It's fast, frant o and fun. I love the level designs-each stage has well placed obstacles, speed boosts and power-ups. So not only do you have to be speedy, but you have to use a lot of skill and quick reflexes to place first in the races. But you know what sucks? Running Wild only has six tracks. They alter a bit on Medium and Expert levels, but a game like this des perately needs more variety than that Dan

The whole premise of this game is weak Everything from the "kiddy," upright running an mais, to the blah looking 3D track environ ments screams first-generation game. On top of that, there's very little depth. Outside of speed, size and a few other odd power-ups, running and jumping are the extent of the controls. On the plus side, it is fairly last, but that alone doesn't save this below-avera game. Take a pass on this one Dean

Developer: Oddworld Inhabitants Featured In: EGM #109

Since Abe's Exoddus is only a seque, in an unusual sense (it's sort of a filler game, like an expansion pack-see issue #109), I can forgive that it plays almost exactly like the or ginal game Oh yeah, "more of the same" is also easier to swallow since the original is so damn cool (don't let me throw you off. however - Exoddus has a few new gameplay elements worth checking out, like multiple Mudokon control). Perhaps my favor te addition to the engine is the ability to quick save your position at any point, Frustrated critics of the very tough Abe's Oddysee can now have a little peace of mind knowing players can go over one particularly tough puzzle over and over, without having to go back sev eral screens after dying First time Oddworld p avers may become intimidated by Exoddus expanded features...you'll have to memorize over a dozen different button combinations to get Abe through the game Luckily Exoddus has a fantastic tutor al system that gently breaks in new players and old (and after an hour or so of playing, you'l get used to the controls and commands with I tile has sle). So if you're an Abe fan, here's another excellent title from Oddworld Inhabitants for you to cneck out. If you've never played the

Abe's Exoddus is everything the previous game was and more. There are still a load of annoving spots where trial and error 's the only way to advance, but with unlimited liveavailable, all you need is just a little patience Anyway, all characters being able to use GameSpeak is a great feature, and so is the whole emotion thing. The story, graphics and gameplay make for an incredible game experience. This one's a solid buy Shawn

or ginal, don't miss out on this wonderfully

beautiful, exotic and addicting series. Dan

So what if Abe's antics aren't quite as fresh the second time around. This sequel (more of a mission pack, really) will still impress fans of the original. What's new here (instant save, ab I ty to possess multiple enemies. more control options, etc.) adds welcome depth to the gamep.ay, without making the game too complicated. And, of course, the superb graphics, animation, puzzles and numor of the or ginal are al. intact. Crispin

Abe is back and he's awesome My big gr about the first game were certain frustrating obstacles and restart points. These have been totally addressed, maxing this sequel nearly flawless. Incredible cinemas packed com with humor and emotion blend seamlessly with the action. Great sound effects and tigh controls add to the experience. The quest is long with only a handful of slow spots must-have for PlayStation owners Sushi

Publisher: Activision Developer: ASK Featured In: EGM #11

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Best Feature: Quick Save Feature

Worst Feature: So Many

Commands

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consider myself a pretty good pool player in real life so I was pretty anxious to put Pool Hustler through its paces was really surprised by the realism in the game, with precis.on ball physics that leave little room for error. Too uttle room unfortunately. One of the fundamentals of videogame pool is to concede that you can't accurately portray the depth of the table and the balls (with current console technology. Virtual Pool on the PC is the exception), so you need to compensate and make it more forgiving. The old Side Pocket series did this really well and so does Backstreet Billiards, Does this make Pool Hustler a bad game? Absolutely not You just have to retrain vourself to the exactness of the game It's necessary that you do because the computer-controlled characters don't mess around. After the first moderately challenging foe, you get thrown to the wolves. This may seem cheap at first, but spending some real time with the game going through the handy Tutoring Mode and practicing will allow you to compete on even ground. Because of the tearning curve, this sn't the best game for multiplayer action unless you compete against others that know the game wel . The wagering aspect of the game is coo., but there's postory to speak of. This

Poo. Hust er pales in comparison to Backstreet Billiards. The control scheme isn't as intuitive, the disc offers too few pool game variations (four vs. BB's 14) and the a ming is very hard to get down pat. The aiming line would've benefitted from a higher resolution so the the is eas er to see and therefore more accurate from the top-down view) Overall, Pool Hust er is a very ho-hum exp e ice...NES Lunar Pool is more exciting. Dan

one is for patient hustlers only.

I haven't sat Jown with a pool game and played it consistently since Side Pocket on the NES (I much prefer the real deal), but to my surprise, Pool Hustler is actually quite p.ayable. The physics are excellent, and the control setup is very easy to get into (two important factors in any game of this type). A larger variety of game choices wo i.d've been fan of video pool, check this out. John R

The trick er of the two pool games we'r reviewing this month, Pool Hustler requires some serious practice—and even more patience - before you get the hang of it, its aiming guide doesn't hold your hand like in Backstreet Billiards, forcing you to hone your v rtual-pool skills f you're going to sink any thing other than simple shots. Troub e is, PH would be more fun-and a much better part ame-if it were easier to play. Crispin



Publisher: Electronic Arts Developer Dreamworks Featured In: EGM #108

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Best Feature: Nice

Graphics

Small Soldiers - a decent movie. Small Soldiers - a below-average game. Why? First we have the hit detection problems. There's nothing more fun than getting stuck on a walt, in a doorway or on an object especially when an enemy is laying into you with a rock et. Notice the sarcasm. Next we have the controi. This is by far the biggest problem in the game Let me explain-when moving forward, your character has a certain momentum that builds up. As you turn right or left, he continues to move forward with a sort of arc movement. Although this may not seem like a problem, when you're near a ledge, in a narrow corridor or trying to target an enemy, this control flaw (at least what consider to be one) is REALLY annoying. So you have to litera ly stop, then turn and then move in the direction you want. Otherwise you do this annoying forward arc thing. Those two major problems take the fun out of the game. It's unfortunate really, considering how cool the story behind SS is fusing the backstories benind the Commando Elite and the Gorgonites instead of simply making the movie into a game). In addition, the graphics ook great and the art style creates a great mood. Two-prayer play is fun but again, the control is an issue. Overal., rent this one. I wouldn't recommend buying t Shawn

Worst Why make a "game of the film" that sn't? Feature: Annoying Why make a game of a film that uses excel lent rendered visuals and then not use said visuals anywhere in the game? Why make the contro.s appalling? Why make the col.ision detection so bad you can get stuck on corners or even in apparent open space? Why make the "turning circles" of the characters oil tanker-like? Most importantly.. why bother with this complete waste of space? John D

Well nere's a surprise a move icense game that has little in common with the flick on which it's based (you're not even toys). Not so surprising, however, is that Small Soldiers stinks as badly as most movie-based games Although the graph cs are really gu to good the game itself is a dul, repetitive, mindless third-person shooter with 5 uggish control and horr d camera problems. Even the two-p ayer Deathmatch Mode 's boring. Crispin

An interesting film I cense coupled with a generic third-person adventure game equals about 11 hours out of your life you'l, never get back. The environments and most of the special effects are nice to look at, and the missions have multiple tasks to accomplish The problem with all this is that we've seen this all before. It's a most a paint-by-the umbers-type of adventure which adds nothing new and sn't executed well. Sushi



Publisher: GT Interactive Developer: SingleTrac Featured In: EGM #111

Is anyone else getting tired of all this snow boarding/skateboarding culture getting sl pped into games? Everywhere you ook now there's some "dude" with a stupid name (.ike "Edge" or "Grooves"), some big trousers, a haircut sill'er than mine and some kind of board. At least SingleTrac's Streak has a go at being a bit different. Rather than straight snowboarding, Streak mixes in a .ittre WipeOut to keep things exc'ting, and has everyone scooting around on Back to the Future-esque noverboards (or GEMblades as they're pompously referred to here) so that you don't have to worry about hills. As an overall package Streak sn't particularly bad. The graph cs are above-average, although nothing to write home about, while the action is reasonably slick, and surprisingly fast. Overa I though, it's just overwhelmingly, um. adequate. The controls are fine, although a I the sensitive if you use the analog pad, and the track design is very effective. Parts of some tracks double back on themselves and ncorporate some unique bits of scenery (the gravevard and carnival tracks are bot notable) but nothing here is spectacularly or ginal It's a nice, solid racing game that supports up to four players with the ink cable - but in the end it's still one of those instantly forgettable" products John D

best Feature:

Surprisingly Fast

Overwhelmin

Further proof that SingleTrac is keen on re creating its old series for GT Interactive, Streak is like a better-playing Jet Moto 2with tricks. And the tricks system itself illus trates SingleTrac's penchant for putting cool spins on tired gamepiay ideas. Instead of merely granting points, successful tricks boost top speed - a nifty dea. Plenty of cool tracks and the linked Four-player Mode complete this competently designed racer. Crispin

Give this one points for or ginauty. The tracks are all very creative (especially the carnival) and equally fun to race on, only wish some of them weren't quite so narrow. The framerate is fast, even during background-heavy areas I also like the confidence meter and turbo boost options. Both increase the racing gameplay to a higher eve., Overal . Streak feels like a snowboarding game, only much faster and more interesting Dean

Streak is flat-out fun, but that fun comes at a cost. You can pull all kinds of cool board tricks to make jumps where you wou dn't think they're possible, but the colus on detec tion is too sensitive in parts. This isn't helped by the crazy track layout which makes you work for every jump. Playing a track over and over again is definitely required in order to dvance to new circuits with enough points A pit sloppy and nard, but fun Sushi

TEST DRIVE 5



Developer: Pitbull Syndicate Featured In: EGM #110

Compared to last yer, TD5 has more of every thing cars, tracks, physics, animations, etc. t's even running in high res. It's all very nice. Pitpul gid a great job of improving this unique racing title. I only wish they would've tweaked the racing gameplay a bit more. On one hand, it's very fast and smooth with realy good speed emulat on. It actually looks ike you're going fast when the speedometer says you are. Surprisingly that's something a ot of racing games screw up. So that's all fine, but while it's fun to go fast-it's way too nard to go fast, contro. the car, AND keep up with the Al opponents Often, a dip or bump n the road w'll send you flying or spinning out, putting you out of the race instantly. Momentum killers is what they are And too many of them exist in the game. It's just too frustrating to play in the Cup event when every race must be run flawlessly to place in the top 3 At least in the single race option you can adjust your car to the course Strangely this isn't an option in the Cup races¹⁷ had the most fun just trying to mprove my times in Time Trial Mode. Overall, I'd still rather mess around with TD5 than about 75 percent of the PS racers out there After all, what other title offers such a cool mix of cars? When the gameplay gets close to NFS III, it'. I be awesome Dean

This is yet another contender for the "nice graphics, lots of cars, coo. soundtrack" award, and it does an admirable job It's fast and smooth, it controls nicely (stiding the RWD cars is spot-on) and it has some of m favorite bands playing the tunes. The racing itself can be a bit dull though. The pack rarely holds together, so p tching a '98 'vette against a '70s brute is more academic than o d school" wheel-to-whee racing John D

Test Drive 5 s no Gran Turismo, but it's st II a over TD4. The graphics are sweet- all of the tracks are beautifully designed (especially the later ones), and the action is fast and fluid, even in split screen races. Contro, is a I ttle bit on the sensitive side though, and the CPU racers are way too sk liful in the Cup Races, which can make things frustratin perfect for arcade-style rac ng fans. John R

I'm impressed with the graphical effects added to Test Drive 5 but I can't say it's really
that improved over Test Drive 4. It suffers from the same problems as before unsigntly pop-up in some of the tracks, loose control for the most part and A opponents that clear the finish line long before you just because you spin out one time. It may have a kick-ass soundtrack, decent visuals and a nice sele

on of cars but it's no Gran Tur smo.

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Featured In: EGM #112 When a game sells over 9 million copies in apan, you know the developers had to have done someth ng right. Play Pokémon for a few hours and you'll begin to understand.

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No matter now much I try to write it off as "just another wacky Japanese fad," I can't. Heck, I can't even put the game down, much ess write it off. If you're the perfectionist type (ike me), Pokémon has your name written all over it. Collecting monsters, their building them up, trading them, evolving them and so on is just ridiculously addictive, and it'll keep you occupied for weeks. Getting into the game is simple for even the most novice game players, yet trying to build a complete collection of all 150 Pokemon is nearly impossible, even for the best of the best. This is, in my opinion, the definition of masterful game design. Sure, the one-player game is pretty darn easy (and rather linear, too), and some of the text is kinda hokey (gotta love when Ash "rubs" the Captain to make him feel better), but on the whole yo won't even care, because the core part of the game (co lecting and batting monsters) is ust too much fun With the Game Boy Colo ght around the corner, and the houday season about to nit, there's no better time to dive into this I tile gem just be prepare to sacrifice many, many hours

POKÉMON

When you first start Pokémon, this cutesy game almost seems a chore - especially it you're not into the combat aspect of most RPGs. You spend a lot of time at the outset f ghting other Pokémon over and over again. But once you assemble a decent collection of critters, the game gets downright add cting. Combat becomes surprisingly strategic. Yet t's swapping and fighting with other numar layers that's the real draw here

ft, squillon ,apanese people surely wrong, can they? Think of Pokémon as a truly social experience - something that's as much of a hobby as it is a game, and you'll find that the simple play mechanics aren't a problem You'l, soon feel attached to your Pokémon, taiking about them with disturbing affection Playing becomes a weird habit that you turn back to whenever you have a span noment. I think feel weird. John D

At first, Pokemon may seem like it's made for x ds, but once you get into 't, . guarantee you'll be hooked no matter how old you are here's so much depth to Pokémon, even !a notorious non-fan of the Game Boy-am impressed Gameplay is perfectly ba anced and incredibly addictive you can spend nours fighting, training, trading, etc before even getting into the story! One of the ever, innovative GB games ever, Sushi

Number Of Players: 1

Best Feature:

Torturing

Thy Enemies

Worst

feature:

Too Hard To Get Continues

Dan

Publisher: Interplay Developer: Shiny Featured In: EGM #110

WIID 9

.. ke Shiny's other famous side-scroller, Earthworm Jim, Wild 9 is full of fresh ideas and very solid gameplay. Jpon playing Wild 9 for the first time, everything seems to indicate that this is a fantastic product. The graphics are among the best in the 2.5D side-scrolling genre, the multipurpose rig is an incredibly innovative idea and the game even makes your Dual Shock vibrate in all the perfect places (don't read too much into that...). But after a while, the excitement die down a bit when you look at some of the game's faults. For example, some parts are tough to navigate (hard to make jumps, almost impossible to reach areas, etc.). Also, it's very difficult to get the 99 Gears you need to earn a free continue. You pretty much have to find every single gear in each stage - miss one and the whole thing is for naught (finishing a level with 98 Gears doesn't give you crap). So even though Wild 9 has plenty of checkpoints (some of which are cleverly hid cen), not having enough continues means you're in for some frustrating games. But what makes Wild 9 so memorable, and well worth checking out, is its sadistic side. Torturing enemies may seem like pointless violence, but it actually plays a necessary

Dave Perry's long awaited title 5 here and it's worth the wait. Wild 9 gets going real fast, with good visuals and sound. The control is OK, which is important for a game like this, but it gets a little frustrating trying to control the rig and yourself at the same time Also. trying to find 99 Gears in order to earn a cor tinue can be a chore Wild 9 s a good game and you should at least rent t. By the way, torturing your enemies is damn cool.

part in this game's design. Fun, soud and

nnovative. G ve Wild 9 a try

Wdgisahel of a iot of fun t's abt n some areas but overall I had a blast play ng it The torture element certainly is origi nal, and helped me relieve a portion of my deadline stress. Actually, the whole game is quite original. The PlayStation needs more games 1 ke Wild 9, since it combines solid old-school side-scroller elements with exce ent new-school graphics. Note: The voice i s lame. Still, it's one to look into. Shawn

This is a surprisingly playable platform game that actually makes a bold step... It has some original ideas. The whole concept of picking up the bad guys and torturing them by throw ng them into grinders, blenders and other such nastiness adds some real humor to the proceedings im not a particularly big fan ol the graphics, but the an mation on all of the characters is exceptional. A nice change from the usual 3D crap these days



Publisher: Square EA Developer Square Co., Ltd. Featured In: EGM #111

There are big games, there are huge games and then there's Xenogears. If you've ever hankered after something that's really going to eat into a seriously sizeable chunk of your I fe, this is the game for you. There's a good deal more than 60 hours' worth of gameplay nere...it's considerably larger than Final Fantasy VI and eas ly one of the most sprawl ing and contentious games yet on the PlayStation. In underlying theme it shares a of with FFVII A tortured soul makes a group of friends, wanders a and that's a novel blend of old-school swords and sorcery with super-modern technology, and gets into fights (maybe too often). The similarities don't end there much like Square's previous epic it is rich in story and character development, but unnervingly linear when you sit back and really think about it. That said though, the tale it weaves is full of intrigue, act on and most importantly-some genuinely exciting and different them Without giving the game away, much of the story dea s with rel gion and the way it is handled is simply beautiful. Presentation is up to the usual Square standard too, with nemas and 3D environments only let down by the quality of some of the sprites. It may be for the hardcore RPGer, but the story's so good you'll want to get through it. John D

Best Feature: Great Story

Feature: Xenogears is a different kind of RPG for Square-and not just for its anime flavor or unique combat system. This is Square's most story-dr ven game to date (yep, more so than Battles FFVII) You spend as much time watening cinemas (most of which use the slick in-game engine) as you do playing It makes for a long Get Repetitive adventure that takes a while to get into. Yet once all the plot pieces fit, you'll find one of ne greatest RPG stories of al time. Crispin

Nothing is more important to me in an RPC than the story. A good story can make up for even the worst gameplay most of the time. Fortunately, in Xenogears' case, it on y serves to add to an already great-playing game that not only looks beautiful, but sounds It as well (what a soundtrack!), Fights take place a little too frequently, and some of the writing qualify is weak, but otherwise I have no complaints. A fantastic game. John R

There's nothing like along, long RPG to keep me up all night for weeks. Xenogears sports some of the slickest animation cinemas Pve seen, mixing CG objects with traditional cell work The story is just plain cool, with morally deep topics discussed, and the battles are no cake walks with lots of techniques to learn and master. Being able to rotate the world is great, but I wasn't too keen on the ightly muddy graphics. Sushi

ww.squaresoft.com

rww.interplay.com

John D

Game Boy N64 PlayStation Saturn

From EGM 106 - 112 6 months of opinions for the minions

Scores	8.5 6.5 7.5 7 8.5 9.5 9.5 9.5 9.5 9.5 9.5 9.5 9.5 9.5 9		2 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	75.7 75.7 75.7 75.7 75.7 85.5	~ 4.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2	6 6 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9
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PlayStation

Game Boy

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews, or a game you've recently height, enable us your thoughts all conference of the collection of the following address:
EEM Reader Neviews, 300 of lightland Are, 2022 Lombards, 1, 1, 604,00

Banio-Kazooie

What we said: "Banjo is the best 3D action/ adventure game to date....The game is bigger and better-looking than Mario 64....The sense of enormous scale is incredible...you'll spend a long time lost in B-K's world if you want to perfect each level. But you'll spend time fighting the camera too....Banjo is a tough character to actually care about.'

How we rated it: 9.5 9.5 9.0

What you said:

This game will set the standard for 3D action/adventure games across the board. The depth of the game is astounding and the sound and graphics are right on cue. This game was rated ready well and deserves it. Jon F Lonasdorf@Mail.BankOne.Com

How can you dis a game based on not liking the character? Banjo-Kazooje is a fantastic game. (name and address withheld)

Banjo Kazooie is clearly one of the "next generation" of N64 titles games that are really pushing the machine to its limits. The stunning graphics and quirky sounds combine to produce a prilliant platform romp that will keep you entertained for nours. The difficulty level is also set at a more sensible level-all too many N64 games have been far too easy or far too short (look at Quest 64, Goemon or Mission: Impossible) but this is much more challenging. .which is a good thing (unless you're crap at platform games). All in all, pretty damn good.

pierre@neotech.freeserve.co.uk

Bomberman Hero What we said:

"Bomberman isn't really known for being a magnificent one-player game, so why make a game focusing on just that? Bomberman Hero is fantastic, as long as you haven't hit puberty yet....Overall this game is a major disappointment...there's just one key thing missing-where's the multiplayer play?"

How we rated it: 6.0 5.0 5.5 7.0

What you said:

What's this? A Bomberman without multiplayer? Even

the regular one on the N64 would suffice. Anyway, the challenge was [dummied] down, compared to Bomberman 64. It's a better one-player game than its predecessor but it can't compare with Mario or Banjo. If you can spare a coupte bucks and have finished Mario and Banio, rent it.

unakev@hotmail.com

Mission: Impossible What we said:

"Yes, the game's quite a disappointment...Mission: Impossible is simply too tedious for its own good."

How we rated it: 6.0 6.5 5.5

What you said:

This is definitely a "rent before you buy." It was talked about ever since the N64 was introduced and was a big letdown. The concepts are great, but the puzzles are sometimes too perplexing. I would be very wary about picking this one up. I thought the EGM ratings were on target. Jon F_Longsdorf@Mail.BankOne.Com

Too easy, Too short, Dull, pierre@neotech.freeserve.co.uk

Devil Dice

What we said:

"Devil Dice has lots of originality...as a multiplayer game it's relationshipthreateningly competitive....If you're disappointed with the mindless games on the market, please check out Devil Dice."

How we rated it: 8.0 9.0 9.0 9.5

What you said:

I rented this game to see what it would be like, I am atready having withdrawal symptoms. A true puzzle game that makes your veins yearn for more. Definite buy. Soulcry19@aol.com

Oh my god. What an amazing gamel

(name and address withheld)

Heart of Darkness What we said:

"I beat the game and felt unsatisfied...more a work of art than a game...[you'll] need patience to enlov HOD. Be ready to die a lot, although you can still beat it in a weekend."

How we rated it: 8.0 2.0

Yes! Finally a game that makes me want to play for nours and hours

What you said:

unti. I get it right, Brings back summer days playing Out of This World and throwing my controller in pure frustration and anger. It's true that the gameplay can be quite annoving and repetitive. but in retrospect it makes you remember the game a lot more. Soulcrv19@aol.com

I'm with Johnny England on this one. It's so frustrating! It may play like Flashback and games from that era, but who cares? Who wants to keep getting killed every five seconas? Where's the fun in that?

sixth-sense@geocities.com

that you are able to move around like in Ouest 64 (except it's fun). The visuals are top-notch and the CG scenes are the best in any videogame I've ever seen. The only flaw in the visuals is that the

characters should have been more detailed. The replay factor is good, but only because of the EX Mode. The regular mode took me around eight hours to beat. But the EX Mode is good because you need to beat 85 percent of the game again in order to be powerful enough to beat the Chrysler Building, It is worth it though because you get another ending. My last complaint about it is that it should be rated Teen, not Mature, Wow, it mentions sperm

and has a very small amount of

blood, Big deal, I hope Square

makes a seguel with six days

each about 15 hours long. Oh ya. ANTVGMXG@aoi.com

Parasite Eve

What we said:

"It's quite obviously Square giving Resident Evil a respectful nod....As far as RPGs go, Parasite Eve is fairly simple...but the story which starts out good, gets a bit weird and convoluted toward the end...gorgeous graphics... repetitive combat...'

How we rated it: 8.o 7.0

What you said:

It's true that Square can make outstanding RPGs. But the only things outstanding in PE are the CGs and the battle scenes. Having the option to modify a weapon is really cool, but it could have been done a lot better. Anyone can make a game with plenty of eye-candy, but it just doesn't hold up to that Square trait of overall fun and playability. I really liked the way that you could move around during battles. I don't know why it hasn't been done that much in RPGs but it makes the game a little more realistic. PE 2 will be a classic. Soulcry19@aol.com

After playing Parasite Eve for a couple hours, I had to admit to myself that I was officially disappointed. The battle system was great; unlike anything I had ever seen before. But the game was

ly rushed story line. station820@hotmail.com

The battle system is unique in

too short, which led to a seeming-

Tenchu

What we said: "Tenchu has ninjas acting in a more realistic way than any previous videogame efforts....The game is a lot of fun to play and has great atmosphere....The camera gets to be so

@&#Sing frustrating in tight spots." How we rated it: 8.0

What you said:

I am writing in response to your Tenchu review. Because normally your reviews are very accurate, i was surprised to hear your complaints about Tenchu's camera problems, I own Tenchu and I think it has no camera problems whatsoever.

al 7@hotmail.com

You were right about those voices, jeez they suck the drama right out of the whole thing don't they? Also that camera sucks big-time especially when you're locked in a corner.

sixth-sense@aeocities.com

Great game, great game, great game, the camera angles can suck somet mes, and the graphics can be kind of rough, but it really deserves a silver rating! The music and atmosphere really transport you to 16th-century Japan! I didn't know how much fun it was to be sneaky! For the "true gamer" this is a must-buy! zionwarrior_99@yahoo.com 1, No purchase necessary: To enter, send a chandral-size posturacy containing nums, address and phone number by NVMV Revening suspensibilities, 2018 (10th America) (10th Parkowy) Clauthouses, Sulle 10th, Salasianis, SQL 10th Parkowy) Clauthouses, Sulle 10th, Salasianis, SQL 10th Parkowy Parkowshird, All American must be branchwife to provide produced entering with the branchwifes. Meetings have been desired with the branchwifes in the property of TRIQ, fire, and will not be accomingful or for promote, Sportion seasures on responsibilities from activities of the property of TRIQ, fire, and will not be accomingful or for promote, Sportion seasures on responsibilities of the state of the property of the produced and entering the sportion of the produced and the property of the produced and entering the produced and the produced an

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5. Winners List: Für a List of winniers, send a stamped, self-addressof divelops to: "WCW Revenige Sweepstakes Winners List", 5016 North Parkway Calabases, Suite 100, Calabases, CA 91302. Requests for winners list must be received by January 22, 1999, Allow 4 Wester for dailyery of winners list.

Restrictions: Void where prohibited or restricted by law.
 All toderal, state and local regulations apply.

7. Spearer This Developative is subly sporting to by The In. or 1988 with In. or 1989 the In. or 1989 the





Send your name, address, and telephone number on a postcard to:

"WCW Revenge Sweepstakes" 5016 North Parkway Calabasas, Suite 100, Calabasas, CA 91302.

Entries must be received by: December 29, 1998.





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www.thg.com

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More Secrets...

Metal Gear Solid

others to fiddle with, but they all deserve some recogniion! Below vou will find a compilation of secrets and During the brief but grueling mission to infiltrate the base on Shadow Moses Island, Snake will find many tactics that will surely make your gaming experience ntriguing secrets. Some of them are more fun than more enjoyable!



If the time from when you enter the bathroom and get to the last stall is under five seconds, you'll see Mery! in a slightly different outfit...

Why yes it islifts located in the room where you fight the Ninja, on the cent table. Was Otacon playing games while he should have been working?

After Compbell tells you to switch controller ports, don't dor't. There is actually an alternative ways to best find call campled again, and he'll tell you to aftack the statuses on the sides of his room. Once you break the statuses, attack him as riomal, except you don't have to change controller ports! ting Mantls, The Atternative Way:

PSG-:I Listen to Campbell's reaction afterward... Cambbell rars with your PSG-s above Sniper Wolf Intele Contins Toyen, listen to Cambbell rart about you weating time... (a.) Are the ravens outside Vulcan's lair getting you angry? Take "am out with the

Sometimes, you'll see a heart insignia over the wolves' heads. What does this represent They can smell Sniper Wolf's scarf on you.

Wanna flirt with Men Ling? Just call her five or six consecutive times and pick the option not to save. Sind begin to them, say some interesting text, then smile at you. This shift time series are shell even stick her tongue out at yai.



go into first person view mode and check out a profile of yourself through lust before you fight Psycho Mantis Meryl's eyes! It also works with Psycho during the actual battle with Meryl/Psycho Cam? him, Creepy...



When fighting Psycho Mantis, you'll, notice him say he'll "read deeper into your soul." When he does this, he's really searching your memory card for Konami saved games! Castlevania, Suikoden, Azure Dreams, IS Socce and more.

Run-and-Shoot Technique: Press the Crawl button while you are pressing the Weapon button, then Snake has a few important techniques that will make your mission much easier.

Snake's Techniques

just point in the direction that you want to Run'n Shootl 2, Peeking:

Press the R1 button while in First-person View Mode to step to the right, and L1 button to step to the left. This is great for peeking around corners.

weapons equipped, you can break the enemy's neck by repeatedly pressing the Weapon button 11 times Press the Weapon button (without pressing the Directional button) close to an enemy If you have no once you have him grappled.

Your ,aser will automatically track onto the nearest enemy when drawn You do have to be in range nough, it's usually about 3/4 of a screen distance. 5. Take Out the Cameras

4. Laser-Aiming Module

ater in the game, you'll get the Nikita Launcher, which is great for taking out Cameras or Remote Guns f a camera's giving you a ot of trouble, take it out!

Messin' With Meryl!

See Expert Gamer issue #53 for the complete walk-through!

When you encounter Meryl, it's actually

kinda funny to see all the stuff you can do the cardboard box from her! Don't expect shoot her, blow her up and even hide in to her. Punch her, throw her, choke her.

to get away unscathed... Also, for something ultra-hysterical, try staring at her in First-person View Mode for

Other Cool stuff

Point stars at me like that

F in the Blast Furnace level, throw the guards into the motten steel over the railing! Watch 'emburil' Strap C4 to the Infantry's back! Bye bye

 Equip the FAMAS and shoot all but your last three bullets. Now, threw on your Bandania, and you'll have untimited tracers! It's like having a freakin' laser!

Smoke your cigarattes and get Naomi's speech about the surgeon general's warning.
 Figup the actionar boxes in the backs of the ACL. Use them to write from one area to appoint. Make one to use affected of the town.

Talk to Nastasha affer every new item you pick up; she has some cool stuff to say Knock on the locker that Otacon's hiding in during the fight with the Ninjal

Get You Started On The Hottest Games **Strategies To**

ST

ame, you'll see ghosted images of the game no idea what the photos are for, but they sure firmed these 10 so far: (1.) The guard in the with the camera. If you look closely in the 43 Phantom pictures, but we've only con-



Here are the things they rate you on at the end

Time to Complete of Enemies Killer Fof Rations Used

of Saves

The Ratings...

The mirrors in the women's restroom, (6.) The world map in the PAI key room, (7.) The waterfail just before Metal sear Rex. (8) The sleeping guard in the Heliport, standing to the left. That's all we've found so far, Stay tuned for an tion (3) The body of the DARPA chief in the cell. (4) The Poiscenauts poster in the room where you meet Otacon,

odate next month! (9.) President Baker's dead body, (10.) The picture in Psycho Mantis' room, north wall.

Ultra Secrets!

Red Ninja?

So you've seen the red ninja have you? What on earth does it It shows the red ninia...







mean? The third time through the game (if you use both of your previous save data), you'll encounter a weird Spider Man-looking. Ninja. Also, take a look at your save icon on the memory card.



After beating the game twice, you'll get Solid Snake in a tuxedol This little secret has been left out of the Japanese version and was put in the U.S. version only! Long live GoldenEyel

Frequency Table







140.85

141.80

141.52

140.48

under 25 enemies, eat one ration or less, get detected less than four times, use no continues and finish the game on the boars. Depending on which difficulty you play the game on (Easty, Normal, Jard and Extreme), the nankings will office. There are as a test for a follongs each thom seems as if the "lower" the number the better. Kill Hyou're shooting for the best rating, Big Boss, it Special Items Used

There are so many modes in Metal Gear Solid, that I actually found it best to list them in a Unlocking Metal Gear Solid

thart. First comes the name of the mode, followed by what it is and how to get its Sood Like Time Attack Moder VR Igalning wilft firmed goals, beat all 1so VR leivels to get it.
Slun Simoding Moders. VR training with the SCOCM, bear all 1o Time Attack levels to get it.
SlunVois Moders. All 1so Gun Shooting levels combined into one Intege level, beat all 1so Gun?

Shooting levels to get it. Technical Data Mode: Computer Wizard runs through and shows you how to besit all the Gari Extreme Mode: Takes the normal game and makes it unbelievably hard. No radar, less. Shooting levels; beat Survival Mode to get it,

rations, less ammo, and tougher enemies. Beat the game once on any difficulty setting to

to Album Mode: A photo editor where you can save and edit your pictures taken with the you'll have to beat the game on any difficulty setting. There are two "Rolls," Roll A is Mery's Demo Theater Mode: Allows you to go through and view all the game's cinemas. To getal. Engling, and Roll B. is Otacon's engine. Camera. To get it, find the Camera.

The "Special" Items



Camera: The camera is found in the Amory, back through the bottom passages where you fight Oceolot. It's behind a level of offor, so you'll have to backfrack from it. It, allows you to take snapshots and create a photo alloum of in-game action. Bandanue: This lean is recklyed if you get the good ending, by not submitting in Ocelot's Torture Room. Meny will give it to you at the end. The Bandanna gives you unlimited ammo, grenades and bullets.

Otacon. Probably the coolest item in the game, the Srealth Camo makes you completely inisible to all regular enemies. It doesn't work on Bosses or clients beddes though. Stealth: If you do submit to Ocelot's torture, you'll get the Stealth Camo from

Flying with a Vengeance

through your weapons to find out what know when you come across the large. firing your weapon wait until it is just about to overheat then quickly switch targets. The technique is this: When Weapon cycling. When you first: start a mission you should scroll ou have. This is very important to to the next weapon.

fighter's back.

Birust (L1) to turn faster during combar your afterburners, then press Lawrille unning. This technique allows you to "slide" along the sides of battleships Reverse thruster Press reverse You can also use reverse thrust to initiate power slides—simply fire while peppering their hulls with

into a red X

missile warning on your display, drop mine "decoy" by pressing L2, R2 and then Square simultaneously. This will Mine "decoy". When you get the usually keep the missile off of your Velocity sight This one's mentioned in the manual, but it's so important, it, tant to use your velocity sight to score successful hits. When you are lined up The quick-moving fighters can dodge merits repeating—use your velocity signs it is vitally important with the best of them and it is import dead-on for a hit the sight will turn that you learn to lead your targets.

Mission Tree

One thing yourmay want to do is just lose every mission This first chapter will not challenge you too much. so you can see the mission tree. The Price of Discovery







After each mission you will be rewarded with two upgrade tokens.

where the game really starts

When starting this chapter you will be given a new ship the Wraith.

o heat up. The missions get er, and the enemies get more guns. You will also get harder, the story gets deepa new fighter in this mission and that will help to ease ip on the difficulty of the

The second chapter is



Ending #8

nissions overall.

Again Sel's Prisaner Less of a

End to Instacence

Ending #3

Test of Unity

EXPERT GAMER

super-weapons. There is usual super gun shown on the far left ly only one per "chapter" and open the reactor door and flyfight will come in the form of although they may be tough, can be destroved by shooting ing in, while the spider mech must be shot in the abdomen when it lears up to fire. they are not impossible. The The other Sentinels you will

What's a Sentinel?

ee Expert Gamer

issue #53 for the complete walk-through!

rig you will first need to destroy the construction must destroy key weak points and then it will be possible to destroy the ship as a whole. For the Sentinets are gigantic weapons that cannot be defeated like normal ships. To defeat them you arms. Once they have been destroyed you can his is the first Sentinel you will fight. The destroy the bridge.



You Started On To

The Navy's Fighter Complement





This fighter is your only option in the beginning of the game. Don't use tech points to upgrade this fighter hold onto them instead and Afterburner Engine

upgrade your later fighters.

2.5 / ---Gyro

--- / 677 --- / 89/ --- / 051 Shields

SPOOK This is the ship you are assigned for

ground-based missions, It is slow and has a small turn-rate but carries heavy firepower.

ter" of missions. It is an obvious

mprovement over the Hex.

you reach the second "chap

will be given to you when through the game. This

you will get as

This is the

you progress first new ship



1280 / 1536 650 / 815 25/50 175 / 360 Afterburner Engline Shields Gyro

758 / 102⁴

345 / 501 2.5 / 4.0

Afterburner

Engline Shields

Gyro

125 / 200

Chapter 3 getting past some of definitely be over the hump of the game. Only a couple of mis difficulty even more the missions you wil of mission ups the but once you stant 1024 / 1280 449 / 717 150 / 270 2.5 / 4.5

Afterburner

ngine

Ending #5

Suspicion ared Blame

The Trial of the Judges

NABLO

The second

give you any trouble Sions should really

The League Cornered?

Friend Or Fee?

ship and anothin your firebower and ability. This ship er improvement is acquired in the third "chapter" of missions.

After each mission you will be rewarded with three upgrade tokens. When starting this chapter you will be given a new ship, the Diablo.

Chapter 4 The fourth and

inal chapter. The

Once you reach the fourth "chapter" of missions you will get access to this ship. The strongest fighter in

allen ship.

A New Threat

ast few missions Although the fifth enough and get are the hardest ending is good. if you try hard

the sixth ending he entire mission

the Navy.





After each mission you will be rewarded with three upgrade tokens.







When starting this chapter you will be given a new ship, the Voodoo

tricks of the Trade

Trickman Terry Gives a "Thumbs Up" for His Readers!



Tricks of the Trade 1920 Highland Avenue, #222 Lombard, IL 60148 or

trick of the month







Iggy's Reckin' Balls (n64)

All Tracks and Balls

These codes will get you all the tracks and balls without beating the game! On the Title Screen, hold the Z button and then press the top R button. The "Enter Cheat" Screen will appear. Now enter the following codes for the results as shown:

THEUNIVERSE - Opens up all the tracks. HAPPYHEADS - All balls open (except lggy's girlfriend).

Joey Castillo Duluth, GA

Win Games and Accessories for your Tricks!



f your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at nterAct. If you are given credit for submitting a hot trick in this section, you will win a free page 281, so you can get all the details on the free stuff.

NOTE If you send your thick by e-mail you must include your real name, address, city, state and zip code.

See page 281 for details.

Spice World

New Title Screen, Big Spice Girls and New Dance Moves New Title Screen: After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+ Start+Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs! Big Spice Girls: After choosing a girl from the "dancing" Title Screen, go





to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square, Circle, Square, Circle, Square to Mew Movess' After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Trangle, Now there will be new moves at the studio.

Heart of Darkness

All Levels and Cinemas With the game off, make sure you have a controller in port 2. Now







hold down all four Shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you'll have access to all levels and cinemas!

Metal Gear Solid

Cheat Codes
To play as Solid Snake in a Tuxedo:
you'll have to beat the game twice
using your old save data to reload



new games. Then on the third game, Snake will change into his



tuxedo when he is on the elevator coming out of the dock.

Tenchu

Incredible Cheats LEGEND: L = D-pad left, R= D-pad right, U = D-pad up, D = D-pad down, S = Square button, C = Circle button, T = Triangle button, X = X button

Increase Item Capacity to 99 On the Items Screen -L, L, D, D, S, S, T, S while holding the L1 button.

Unlock All Hidden Items On the Items Screen -L. L. D. D. S. S. T. C while holding the R1 button.



Increase Item Inventory On the Items Screen -L, L, D, D, S, S, T, X while holding the 12 button.

Restore Health On the Pause Screen -L. L. D. D. S. S. T. S.

Unlock All Levels On the Mission Select Screen -L, L, D, D, S, S, T, S while holding the R2 button.

Enable Japanese Voice-Over On the Mission Select Screen-L, L, D, D, S, S, T, C while holding the L1 button.





Enable Enemy Layout Selection Screen On the Mission Select Screen -L, L, D, D, S, S, T, X while holding the R1 button.

Enable Avame Sexy Armor You must be playing as Ayame. At the Item Selection Screen with armor displayed as an option enter L. L. D. D. S. S. T. C. If the command is entered successfully the number of available armor will drop from 1 to 0.







Command & Conquer: Red Alert Retaliation

Multiple Cheat Codes

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the results as shown: Win Mission:

Circle, Circle, Triangle, X. X. Square. This lets you automatically win the current level. Lose Mission:

Circle, X, Circle, Square, Square, X. This makes you automatically lose the current level.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square, This turns off the shroud so you can see everything in

the level. Mo' Money:

X, X, Square, Circle, Circle, Circle, This increases your money by \$1,000 each time you enter the code.



Each month we'll be bringing

you all of the tricks that we

have for games from task

Approverse to the second of th four must first beachts, annually the first do to thanger house under the sides wilk up to the product of a value. Standing in most debth include but not about in a debth includes but not abouting it is upon a fine before or parties the whole. But no core in static is not only a side of the production of the producti addition should seem and coordinate you on finding its under puzzle game, they you not provide through and with the specific and any and they finding and with the specific provides and specific polymerate and specific provides and specific polymerate puzzles for the puz the electure once more and about a wall say, that there is one more puzzle to complete, there is a second all the passwords and what they do not its SBONUS by need banje out its SBONUS WO Big head an teel for Behio.

THE TOT BANGO

ROTTLESBONUSTONE

BOTTLESBONUSTONE

MILESBONUSTONE

MILESBONUST

skinny Banjo ROTTLESBONUSHME (all skin) Banjo with big hands and beet BIGBOTTLESBONUS (Big sker) Including Kazoole
WISHYWASHYBANDO He witzuorto turas Sanio mo e wasmi

o mater these so we ware.

Sange's house and go to Treasure
fewer alove. Either the puzzle refor-tions and type out the codes by
stomating our the return. You cannot there are in the rodes shown unless
you then the nozzle game that gave you that netted code. To beactivate
any orders, no this puzzle return only and type in MORONUS.



Parahomb:

X, X, X, Circle, Triangle, Square. This gives you the Parabomb weapon.

Circle, X, Circle, Circle, X, Square. This gives you the Nuke weapon.

Chrono. Square, Circle, Triangle, X, Circle, Circle. Gives you the Chrono weapon in your inventory. Iron Curtain

Square, X. Circle, X. Triangle, Triangle. This gives you the Iron Curtain weapon in your inventory. Civ. Names:

Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names. Soylent Green:

Square, X. Square, X. Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

NASCAR 99

Hidden Announcer

To play as the commentator, Benny Parsons, just follow this method: On the Main Menu Screen, choose a Single Race, On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds): Up-C. Right-C. or a fart! Down-C, Left-C, Z, Z, Z, L button, Z, Z. The No Meters: Benny Parsons car will now appear! health meters.





WWF Warzone

New Features and Modes

Random Wrestier: On the Character Selection Screen, hold Up and press Block. Taunt Your Opponent: In the middle of a match press A+Left-C together, Or, for an alternate taunt, press B+Down-C together.



Access Dude Love and

Cactus Jack: Beat WWF Challenge on Normal with Mankind to unlock Cactus Jack and Dude Love. Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty to get Burp and Fart Mode. Whenever you get hit or hit someone, you'll hear a burp Beat WWF Challenge with the Undertaker to disable the Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes. Do a mirror match to see the different costumes. Steve Austin's Extra Costumes: Beat WWF Challenge with Steve Austin to get two more costumes for him. Do a mirror match to see the different costumes.

Extra Costume Accessories: Beat WWF Challenge with Kane on any difficulty to get new masks, shirts, boots, etc. Big Head Mode: Beat WWF Challenge with the British Bulldog or Rocky Maivia. Everyone will now have a huge head!

Ego Mode: Beat WWF Challenge with Ahmed Johnson. Now your wrestler's head will grow with every hit. Ladies Night Mode:

Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode. No Wimps Mode: Beat WWF Challenge with

Faaroon or Ken Shamrock to disable blocking. Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into fullcolor reflections.

Play as Sue: Beat the Challenge with Owen or Bret Hart to access Sue (the ring nirl) Once you've opened one of the

features or modes, press L, then the R button at the Main Menu Screen to move down to the basement, From here, you can access all of the

cheats you've opened! **NFL Blitz**

Codes and Hidden Players Cheat Codes: On the Team Vs. Screen, enter any of these codes: with the Turbo, Jump and Pass buttons and then a direction on the control pad.

Note: Some codes need to be entered by the second player as well, and are noted as such. Most of these codes work for the PlayStation version as well (The ones that don't are noted

as such) 0-4-0-Up Huge Head 1-1-1-Down Tournament Mode (2P)

3-2-1-Left No Head 1-2-3-Left Super FG's 1-2-3-Right 0-1-0-Up 0-5-0-Right 2-0-0-Right 5-0-0-Left 1-5-1-Up 4-3-3-Up

2-1-2-Left

Headless Team Late Hits **Big Football** Big Head No Stadium No Punting Invisible Clear Weather



WWF Warzone (PS) Play as the Trainer and Big Head Mode

On the Main Menu Screen, press Lt, RI (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started: Wrestie as Training Mode wrestler: Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed

Big Head Mode: Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

hy "Trainer!

Gran Turismo (PS)

Find Codes! Can you find codes for this game? If you do send them in! You can score a free game for the

system of your choice! Mission Impossible (N64)

Many Different Codes Enter all of these codes during the Mission Select (level select) Screen: Right-C, Left-C, Right-C, Down-C, R - Gives you Uzi with 30 rounds.

R, L, Left-C, Right-C, Down-C - Gives you a Mini Rocket Launcher with 30 rockets. Up-C, L, Right-C, Left-C, Up-C - Gives you 7.65 Silencer with 50 rounds.

R, L, Down-C, Up-C, Up-C - Gives you 9mm HI POWER with 30 rounds. After you enter a code correctly then you will hear Ethan say, "There, that's better."

Mortal Kombat 4 (PS)

Play As Meat From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player I must defeat player 2. Then player 2 must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.

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tricks

Mortal Kombat 4

Riternate Costumes
To get alternate costumes, first go to the
Character Select Screen. Go to the character you want to select but before selecting min/her, hold Start and press the Up-C button. When the Yin Yang symbol starts spinning, wait until a voice says, "Excellent" or "Outstanding," etc. That means you have the

second color, to get the third costume, do n again and the Yin Yang will spin again but this time you'll have the third color costume. Most likely, the third costume will look the same as There is even a fourth costume if you do the code again, and you will get an alternate weapon with this costume

GoldenEye 007

On the Multiplayer Options Screen, go to the On the Multiplayer Options screen, up to the Daraceters Option and more to your last wailable character, which will be Missing to doornater Ellis. Now hoof the LFR buttons and press Left Co. Jeft go and hold is button and press Left Co. Jeft go and hold LFR button and press Left (control pad), hold is button and press Bown (control pad), hold is button and press Bown (control pad), hold is button and press Bown (control pad), hold is button. press Up-C, hold L+R button and press Right (control pad), hold L+R button and press Down-C, hold L button and press Down control pad). Now you will see that you can select from a number of new characters (31 to be exact)!



Player Alterations
From the Main Menu Screen, shoose the
Rostors Option. In the Rosters Screen, choose Greate Free Agent:" On the GreateFreeAgent end, enter the following first and last names

the results as shown:

(INY TOM : All players are tiny. BIGHEAD BOBBY - All players have big heads

Road Rash 3D (PS)

Double Baimage Facing Forward in any race, hold the L2 button and southget the far view. While holding this press and hold the R2 button. Holding bet these buttons while racing will give you double the damage for your hits without going backward.



you do, send them in! You can score a flee name for the system of your choice!

5-3-4-Down Lights Out (not on

PS) 5-2-5-Down 0-3-2-Left 0-0-1-Down 0-1-2-Down

Weather' Snow Fast Turbo Running Show FG96 No CPU Assistance

(2P) 0-3-0-Down 0-4-1-Down PSI

Fog on (not on PS) Thick Fog (not on

3-1-4-Down 4-2-3-Down 2-0-3-Right 2-1-0-Up 1-4-1-Right 3-1-0-Right 1-1-5-Left (2P)

Smart CPU No Random Fumbles Big Heads (team) No First Downs Big Players Mall Players

0-4-5-Up 2-5-0-Left 2-1-1-Left Bounds 5-1-4-Up 2-3-3-Up

No Play Selection Super Blitzing Fast Passes

Teammates 3-1-2-1 eft

Allows Out Of Infinite Turbo Power-up Power-up Blockers

4-2-1-Up 0-2-1-Right (2P) 1-0-2-Right 4-0-4-Left

Power-up Defense Show More Field Hide Receiver Name Power-up Speed

(2P) 2-2-2-Right 5-5-5-Right 5-5-5-Up 3-4-4-Up

Night Game Weather: Rain Hyper Blitz No Interceptions Hidden Players: When asked to Enter a Name for Record Keeping

choose "Yes," Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

Turmel 0322 Mark Turmell Sat 0201 Sal Divita Jason 3141 Jason Skiles Jenifr 3333 Jennifer Hedrick Daniel 0604 Dan Thompson Japple 6660 Jeff Johnson





Banjo-Kazooie

Cheat Codes

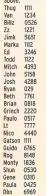
First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain.



	1	
Root	6000	John Root
Luis	3333	Luis Mangubat
Mike	3333	Mike Lynch
Gentil	1111	Jim Gentile
Brain	1111	Brain
Forden	1111	Dan Forden
Skull	1111	Skull
Carltn	1111	Headless Guy
Shinok	8337	Shinnok from MK.
Raiden	3691	Raiden from MK.



Other Secret Players: Enter these codes the same way as the ones above.





Get to the Sand Castle, then enter the word CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code: BANJOBEGSFORPLENTYOFEGGS

(Infinite eags) LOTSOFGOESWITHMANYBANJOS

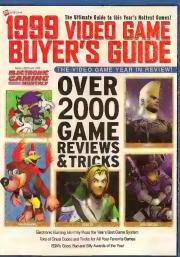
(Infinite lives) DONTBEADUMBOGOSEEMUMBO (99 Mumbo tokens) NOWYOUCANFLYHIGHINTHESKY

(Infinite red feathers) GIVETHEBEARLOTSOFAIR (Infinite underwater air) **ANENERGYBARTOGETYOUFAR**

(Maximum bonevcombs) **AGOLDENGLOWTOPROTECTBANJO**

(Infinite gold feathers) Note: You must learn the wonderwing in Clanker's Cavern before entering the gold feathers code. Also, the "CHEAT" code may not work in all circumstances of all

Limited-Edition Video Game Magazines!



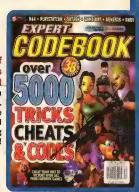
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MLB Featuring Ken Griffey Jr. (N64)

Angels in the Outfield After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with button A, but not toward the ball. Your fielder will leap into the air and stay there! Press A to swim flap your arms and 8 to swim through the air with your feet. If you let go of the controls for a little while, he will land,



Quest 64 (N64)

Find Codes!

Can you find codes for this game? If you do, send them in! You can score a free game for the system of your choice!



Super Mario 64 (N64)

Find Yoshi

The first requirement you have to achieve is to coflect all 120 stars in the game. Once this has been done, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be there. Fire yourself onto the roof of the castle and there, wandering around aimlessly, will be Yoshi, Talk to him to receive 100 lives and a new Triple Jump.



Mario Kart 64 (N64)

You must earn a gold cup in every course you race. Do this for every class (50cc, 100cc and 150cc) and you'll get a new Title Screen, Plus, a Mirror Mode option will now appear under the 150cc option. All of the tracks in the game will now be reversed!



All-Star Baseball 99 (N64)

Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats option and access it. On the Enter Cheats Screen, enter the code, ATEMYBUIK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select option. Scroll down until you reach the last stadium; Alienapoils Park, Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors!

saved games. Make sure you enter the word CHEAT every time before putting in any of these codes.

GameShark Codes

PlayStation Codes:

AZURE DREAMS

Infinite Money 80012d5cffff 80012d5e05ff Infinite Health in Battle 800834e0ffff Quick Level Up 800834d0ffff

C&C RETALIATION Infinite Funds for Allies d00101240000 8002a3d4ffff Infinite Funds for Soviets d00101240000 8002a798ffff

FUTURE COP: L.A.P.D. Infinite Ammo

8006bc782400 Red Team 999 Points in Precinct 801fbf6003e7 Assault Red Team O Points in Precinct 801fbf600000 Accault Blue Team 999 Points in Precinct 801fbf6403e7 Assaulf Blue Team O Points in Precinct Assaulf 801fbf640000

MADDEN NFL '99 Home Team Score 0 8006a32e0000 Away Team Score O B006cdee0000 Away Team Tiburon 800616ac0069 Away Team EA Sports 800616ac006a Home Team Tiburon 800616ae0069 Home Team EA Sports 800616ae006a Infinite Creation Points 80095caa2400

MEGA MAN LEGENDS Infinite Zenov

800c1b2c423f 800c1b2e000f Infinite Health 800b521e00c4

NFL BLITZ Infinite Turbo Home 8017204a0064 Infinite Turbo Away 8017206a0064 No Turbo Home 8017204a0000

Trickman's Reference Guide

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Issue 107

1080° Snowboarding (N64) Auto Destruct (PS) Duke Nukem 3D (SAT) Gex: Enter the Gecko(PS) Pitfall 3D (PS) Quake 64 (N64) Skullmonkeys (PS) Snowboard Kids (PS) Spawn (PS)

Issue 108 1080° Snowboarding (N64) Auto Destruct (PS) Diablo (PS) Kobe Bryant in NBA Courtside

(N64) Lode Runner (PS) Need for Speed III: Hot Pursuit

No Turbo Away

Quake (SAT) Rascal (PS) Reboot (PS) San Francisco Rush (PS) Star Wars: SotE (N64) Steel Reign (PS) Theme Hospital (PS)

X-Men vs. SF (PS)

Issue 109

AeroGauge (N64) Bust-A-Move 2: Arcade Edition (N64)

Deathtrap Dungeon (PS)

Mortal Kombat 4 (N64) Need For Speed III (PS) NHL Breakaway 98 (N64) Tennis Arena (PS)

Issue 110

All-Star Baseball '99 (N64) All-Star Baseball '99 (N64) Jersey Devil (PS) Mortal Kombat 4 (PS)

8017206a0000 Huge Head 80099c140001 Big Ball 80099ba00001 Hide Receiver Name 80099ha40001 No First Downs 80099c100001 80099ha80001 Night Game 800996600001 Invisible 80099c200001 Headless 80099c500001 Team Headless 80099bb40001 Rig Players 800996980001 Big Head 800996900001 Team Big Head 80099b940001 Step Out Of Bounds 80099c440001 Fast Turbo Running 80099c340001 Snow

Turn Off Stadium 80099c280001 PARASITE EVE Maximum AT Points 800b8a30ffff **Duick Level Gain**

Maximum Item Slots

8009cfe8ffff

800c0e0c0032

80099be40001

Start With SMG d00a76hc03e8 800c0e500067

SPYRO Infinite Lives 8007582c0009 infinite Health 80078hbc0003 infinite Lives (Crash Demo) 800aaeb06300

TOCA CHAMPIONSHIP RACING 1 Lap To Win (Single Race Mode) 800b6d6c0040 1 Lap To Win (Championship Mode) 800b68bc0040 Access All Levels 300100680009 Enable Tank 300100650001

Turn Off Collision Detection 300100640001 **Enable Helicopter View** 300100cc0001 Enable Go-Kart View 300100bd0001 Enable Night Mode 300100be0001 Enable Cartoon Mode 300100bf0001 Disco Fog Mode 300100c80001

Nintendo 64 Codes:

BOMBERMAN HERO Infinite Lives

801652430009 Infinite Health 801652440004 Full Bomb Power



N20 (PS) Panzer Dragoon Saga (SAT) Road Rash 3D (PS) Vigilante 8 (PS) X-Men vs. SF (PS)

Issue 111

CART World Series (PS) F-1 World Grand Prix (N64) Gex 64 (N64) Hot Shots Golf (PS) Kobe Bryant in NBA Courtside (N64) Madden NFL 99 (PS) MLB Featuring Ken Griffey Jr. (N64) Mortal Kombat 4 (PS) NCAA Football '98 (PS) NFL Blitz (P5) NHL Breakaway (PS) NFL Extreme (PS) NFL GameDay 99 (PS) NFL Quarterback Club '98 (PS) Pocket Fighter (PS) Resident Evil 2: Dual Shock (PS) TOCA: Touring Car Champ. (PS) TurboProp Racing (PS)

WarGame: Defcon 1(PS) World Cup 98

Issue 112

Cart World Series (PS) F-1 World Grand Prix (N64) GEX 64 (N64) Hot Shots Golf (PS) Kobe Bryant in NBA Courtside (N64) Madden NFL 99 (PS) MLB: Featuring Ken Griffey Jr. (N64) Mortal Kombat 4 (PS) NCAA Football '98 (PS) NFL Blitz (PS) NFL GameDay 99 (PS) NFL Xtreme (PS) NFL Quarterback Club '98 (PS) NHL Breakaway '98 (PS) Pocket Fighter (PS) Resident Evil 2 (PS) TOCA (PS) Turbo Prop Racing (PS) WarGames: Defcon 1 (PS) World Cup 98 (N64)

8016523f0003 Full Fire Power 801652400008 Extra Gems d01652410000 Extra Gems 80165241004b Press GS Button For All OD 8805749500ff Press GS Button For All OD 8805749600ff Press GS Button For All OD Bombs 8805749700ff

GEX 64 Infinite Lives 800c56b70005 Infinite Health 800c56bb0005 Have All Artifacts 800c56bf0063 800c56c30063 800c56c70063

IGGY'S RECKIN' BALLS Infinite Credits 800bdea50005 Always Have 99 Points 810d8ee00063 Extra Characters 810c632effff **Enable All Courses** 810ccdf20b00 810ccdf40b00 810ccdf60b00

MISSION: IMPOSSIBLE Infinite Health 810862b2ffff Turbo Mode 800899c80001 Big Hands, Head And Feet 800892a10005 Kid Mode 800892a10007

MYSTICAL NINJA Infinite Health 8015c5e70028 Infinite Lives 8015c5ef0009 Infinite Ryo (Money)

NASCAR 99 1 Lap to Race 800438b30009 d021fbab0000 8021fbab0008 d02235960000 802235960008

8115c5ea270f

NFL BLITZ Home Team Score 50 802adf4f0032 Away Team Score 50 802adf570032 Infinite Turbo Home Team 812add9842c8 Infinite Turbo Away Team 812add6c42c8 Huge Head P1 802997cb0001 Headless Team P1 802997750001 Late Hits P1 802997cf0001 No First Downs 802997c70001 Night Game 802997770001 Weather: Snow 802997a30001 Weather: Rain 8029976f0001 P1 is Jenifr 812ae0440000 812ae0460006 P1 is Shinok

812ae0440000

812ae046000b P1 is Thua 812ae0440000 812ae046000d Infinite Turbo P1 & P2 802997bb0003 Invisible P1 802997470001 Team Big Players P1 8029975f0001 Thick Foa 802997970001 Turn Off Stadium 802997db0001 Lights Out 802997a70001 P1 is Raiden 812ae0440000 812ae0460009 P1 is Skull 812ae0440000 812ae046000c

YOSHI'S STORY Must Be On de0004000032 Infinite Health Dark Blue Yoshi 800f8dc30008 Infinite Health Light Blue Yoshi 800f8dc70008 Infinite Health Pink Yoshi 800f8dcb0008 Infinite Health Yellow Yoshi 800f8dbf0008 Infinite Health Red Yoshi 800f8dbb0008 Infinite Health Green Yoshi 800f8db70008 Infinite Health White Yoshi 800f8dcf0008 Infinite Health Black Yoshi 800f8dd30008 Infinite Lives (All Yoshis) 800f8df700ff

Triple Play 99 4750

to der these cheats to work you ress and held all four or the top a life of a

Tomb Raider (PS)

ou came Addition press the size interest.
The In the Inversory Society with the size of the County of the Society of the Socie

Crash Bandicock

Proposition of the State of the

MLB 99 (PS)

Fire Cores . nd Rem III You can score a restor the system of your choice

Vigilante à (PSI

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Secret Weapons in the Console War

ssst. Wanna hear a secret? Despite the ubiquitous hype surrounding the system, not everyone 's gonna buy a Dreamcast the very day it hits the shelves Yes, Sega's 64-Bit superconsole will be the most powerful home system in the history of everything, and, yes, the ear.y adopters among you are sure to leap on that thing like '70s Elvis on a fried peanut-butterand-'nana sandwich. But as cheap as the system's supposed to be, 200 bucks is still 200 bucks-and that's before you even start dishing out for Dreamcast games. Not every gamer has that kinda coin to toss at a

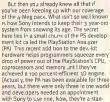
brand-new console, especially if they're already spending \$100 or so a month to get their PlayStation or N64 gaming fix.

So a few of you are understandably a little nervous about the Dreamcast's looming launch in Japan and U.S. release next fall. You want state-of-the art gaming hardware, but the day-to-oay, wallet-draining realities of life—rent, tu tion, the electric hill cone under

life—rent, tu tion, the electric bill, clean underwear—can dent your pursuit of the next big thing. I know; I daced a s milar d'lemma back when the Super NES came out in my dirt-poor collège days.

But Just Cause you'r pockets won't be deep enough to import or nuy a Dreamast deep enough to import or nuy a Dreamast deep enough to import or nuy a Dreamast about to suk in the corner whu. Segs a saps their systems in the face with one spectacular Dreamast screenshot and test hape after another And I'm ta king about more than marketing high linsc here. For the first time in videogame history, two consoles are most importantly—sure-to-be-successful.

Nintendo's upcoming big gun in the console wars is hardly a secret weapon. The 4 Meg pak, apparently the sole survivor of the 64DD program, is the best thing that can happen to the system and its owners. When it hits on Nov. 24, this \$30 gizmo will bring the graphics in Turok 2, Rogue Squadron, NFL Quarterback Club 99 and severa, other soon-to-aunch titles up to the hi-res visual standards of 3D-accelerated PC games. But don't take my word for it. "In the future, we can use the additiona, RAM in part to create better overall graphics, more textures and possibly additional sound or voice enhance ments," Steve Dauterman, director of development for LucasArts, said, "A,I of these things can only lead to better and better looking and sounding games."



one. Now, they're a standard component of the development kit.)

Programmers activate the PA with a foot peda, (so, to passers-to, it looks (kee nind control), which prompts the PA to cisolay exactly what each part of the PlayStation is doing in time steps up to a mirror to the passers of the pa



This nardware also lets developers achieve min'mun polygon overwrite and even freeze games right at glitches, making bug killing a oreeze. And if you needed any more proof that the PA is a good thing, get this Gran Tunsmo was reportedly the first game to benefit from its use.

Of course, the ultimate trick up the curern machines' sleepey is "strange as I may sound—their age Developers with hands-on line apenty are now seenly comfortable with programming games for them, and were finally seeing it tels that pass the systems to their aimsts (McSs, anyone?). Suice, these limits are after or from what we're seeing of the Dreamcast's Jaunch games. But the RAM cart supporting McK games and third-generation PlayStation It ties will, at east be pretty enough to keep cie hard gamers happy until they've scraped together enough prenies to buy a Dreamcast.



Are hi-res graphics worth \$30? Yep. Wait till you see Turok 2.



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percouring Toleop Fear", the hottest Saturn game in Jaca This underwater adventure against features the same traditions are set of the satures are set of the satures are set of the satures are set of the sature segments of the saturn set of the s een seen on the Sega Saturn



ıcula X wonderfully developed side scrolling game has been much enhanced for the Saturn It will

nclude a new character, as well as a few 3D tricks thrown in for good measure Gameplay is made nore exciting by the addition of

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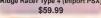
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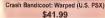






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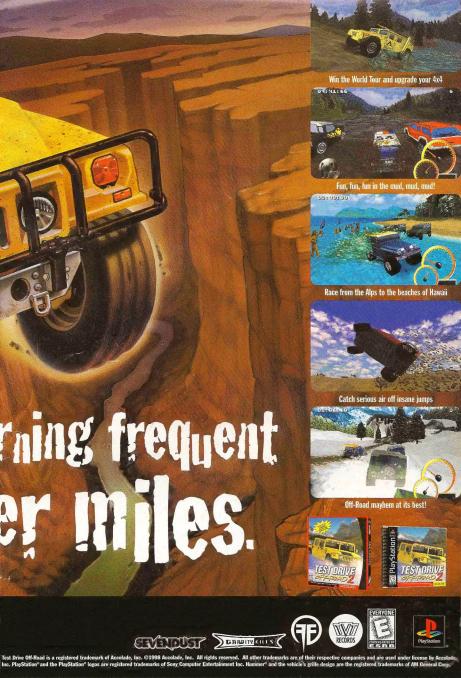


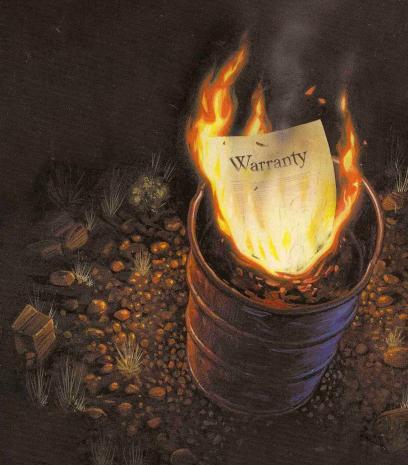
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